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# GAMES

## BARBARIAN II

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**REVIEWED: VIRUS, NIGHT RIDER, CHUBBY GRISTLE,**  
**TRACK SUIT MANAGER, SALAMANDER, STAR WARS,**  
**HOPPIN' MAD, SKATE GRAZY AND THE PRESIDENT IS MISSING**

# **ATARI ST AND AMIGA**

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# Contents

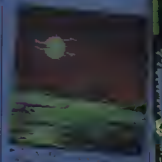
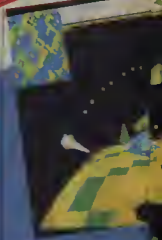


**Bill machines** It is proved and Bat Man ride drop in  
**The Empire Strike Back** with a vengeance at  
**this coin up game** gets the thumbs up (p 18)  
**The President Has Gone Missing** is a whodunnit the first for ages (p 20)  
**Track Suit Manager** looks even better than Foxy Manager as a strategy game (p 22)

**Batman Returns** First reviews and competition  
**Midnighter** looks beautiful in the box  
**But how does it play** The fiend is back too  
**Mage Frame Up** competition  
**Ward** let rip with the Hairspray  
**Comic heroes roll**

**The dice, PAM engines, and lots of goodies to be won**  
**Obituary: Thundercats, and**  
**Netherworld mapped**  
**The best \$7/Amiga game yet?**  
**Best new rides in the UK**

**Arcade Action** Cyberlink and Chequered  
**Flag** are reviewed as well as a sound-up of what's new  
**Mailbag** The bill you write  
**Out To Lunch** Will role playing games Clean up?



► Best rides in the land - p. 100

► Night Rider - strategy, shoot 'em up, etc.

## Don't miss...

I want you all to give a huge welcome to new writers of exceptional talent – Julian Rignall ex-Editor of Zzapp and Steve Jarret ex-Editor of Crash. This month they give you their views on Virus, Barbarian II – the Dungeons of Drax and Chubby Grille.

There is a not to be missed chance to save money on Barby II should you fancy a bit of hackin' 'n slashin', a pull-out-and-stick-on-you-wall Rocket Ranger cartoon strip, a guide to the best ride available in the UK's burgeoning theme parks, an Amiga to win, a hundred free novels to read by the pool at whichever exotic resort your jet off to and, most importantly of all, The Fiend has returned.



... and win, all in one – p. 34



► Chequered Flag races into Arcade Action – p. 104



► Win an Amiga with the Star Wars II – p. 16

# I M A B I

A D V A N C E M E N T T H



Directed by  
Shinji, RASTAN  
beckons us way through the horrid  
unrehearsed spore world—THE  
BREATHING LIONS, GIANT SNAKE,  
SNAKES, LIVING SKELETONS and the  
LEGIONS OF THE DAMNED. Really he  
must stay the EVIL, NECROMANCER  
KING, as he summons the powerful  
possessions of a CULT-HEAD  
DRAGON, to regain what he rightfully  
has, is it more than you can  
handle?  
RASTAN THE WARRIOR KING,  
"RUCK AND COMPELLING" Crew:  
"RASTAN SAGA IS GOOD  
ENTERTAINING STUFF AND  
IT'LL KEEP HARDENED  
ARCADE FANS GOING  
FOR A LONG TIME"  
Commodore User



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The new  
of the game

# AMETICS

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**FIGHT**  
 Fight your way through  
 the prisoned — the back alley, the car  
 park. Fight your way through  
 VILLAINOUS community, the  
 BRINEHEADS, the BEASTIE MONS, the  
 BOUNCERS. On a hot swampy night in  
 New York this is just the start of the ending  
 of your CHILLING QUEST to confront  
 "MR. BIG"  
 THE GRAPHICS ARE OUTSTANDING  
 AND WOULDN'T LOOK OUT OF PLACE  
 IN A CARTOON FILM! Zap 64  
 IT'S PACKED WITH FIVE  
 LEVELS OF PURE  
 ADDICTIVENESS YOU  
 CAN'T DO WRONG!  
 Green.



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 MIXED runs through long forgotten  
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 presence, before it can extract its  
 revenge... "THE REVENGE OF DOH"  
 "A GREAT GAME, FUN AND  
 FRUSTRATINGLY ADDICTIVE"  
 Sinclair User  
 "COMBINE GORGEOUS VISUAL  
 PRESENTATION WITH  
 POWERFUL WEAPON  
 ENHANCEMENTS AND  
 ADDICTIVE GAME PLAY AND  
 YOU HAVE REVENGE OF DOH"  
 Zap 64  
 "GO AND BUY IT  
 IMMEDIATELY!"  
 Your Showers



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# ax

**Vroom** - crazy title, crazy game - is a new racing car sim from the French Lankhor people, distributed in this country by Active. Out in September on the Si and Amiga (£19.95). It's a Formula One game along the lines of Electronic Arts' Ferrari game and similarly you can see the following cars in your rear-view mirrors:



## Sea Wolf

Ocean's biggest and best for a while. Sometimes called Operation Wolf, based on the successful Taito coin op. For the few that don't know, it's all to do with rescuing hostages from some hostile nation, the gimmick being that you see things from the point of view of the mercenaries you play, facing enemy troops, armoured cars and copters as they rush towards you. Joined by Rambo 3, it will be out well before its time to fill those stockings at normal Ocean full prices.



**Daley Thompson Olympic Challenge** - you'll never see another Olympic champion with the Sanyo games. It's through all the backhanded sports, and is expected to do big things. It's out there on the 16th with Amstrad 1. Follow at a month after a £19.95 a while after that. This is a production from Daley and the game's prices are £19.95 for the 16th, £19.95 for the 16th, £19.95 for the 16th.



## Ace Carrier

Ace is the 5.25" version of Carrier Command. It's a Rainbird, 16th, £19.95. Follow at a month after a £19.95 a while after that. This is a production from Rainbird and the game's prices are £19.95 for the 16th, £19.95 for the 16th, £19.95 for the 16th.



Following on from the water pistols we played with last week comes **Gotcha!**, an even wickeder form of home warfare. Remember Combat Zone where you all run about the woods shooting each other with paint pellet guns? Well Gotcha! is the version you can play among yer granny's rose bushes, with a wide range of guns to choose from that fire bright non-toxic washable paint. Fast, furious, messy and you don't even need batteries!





Move over BROTHERS!!! Make way for ...

# The Great Giana Sisters™



Where one famous double act stopped short, another begins. Headbutts and demons, platforms and pits – all delivered with a glamour and style that neatly disguises the cunning tricks and tantalising terrors of a couple of wild cats.

"This is one of the most addictive arcade adventures I have ever played, the gameplay is fabulous."

Zzap Gold Medal.

"Having been totally addicted to the original Super Mario Bros., it is no mean feat to say that I found the Giana Sisters as compulsive."

C + VG.

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TWSOME WHO LL  
STOP AT NOTHING TO SEND  
YOU OUT OF YOUR MIND**

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Amstrad – £9.99t, £14.99d

Spectrum – £8.99t, +3 £11.99d

Atari ST – £19.99d

Amiga – £24.99d

**Rainbow  
Arts**

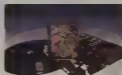
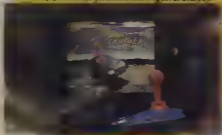


# Diamond Life

# ax

## Jouriders

Stick it to them with these two new variations on the Cruiser theme, black and blue came with the popular joystick. Black and blue came with the adjustable stiffener feature on the knob, allowing you to tailor things to your style of play, and dual laser for the +2 (£9.95), while the co of clear one also enjoys auto-tile (available late August at £12.95).



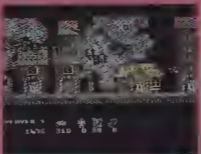
## Debut Decends

Debut, a new Atari ST game from Interceptor's Pandora label, may look pretty dull, but if the idea of stabilizing a planet poisoned by human generated pollution sounds like your cup of tea, then it's certainly not. Wars and sea on have further damaged the eco-system, and it is your job to manipulate the weather, regulate the population and regulate the food chain in this ecologically sound adventure. After all, we don't want everyone to die out, now do we? At only £19.95 it has to be one of the cheaper ways to play God.



## Fortune Hunter

Forbidden Soldier at Fortune, out in September on C64 and Spectrum, is not the modern day adventure you'd expect it to be, but a more FRP style scrolling adventure where picking up items helps you to buy better weapons from the weapons shop. Ghastly, bats and evil six among the villains, and your character shares pretty close relations with the elements with earth, fire, wind and water affecting his "performances". Spacey £7.95. Commodore cassette £8.95/disk £12.95. Elemental, my dear Watson.



1	Target Remegade - Spectrum
2	ACB - Spectrum
3	Yagi Bear - Spectrum
4	Shooting Stars - Spectrum
5	ALB - C64
6	Full Machine Spectrum - Spectrum
7	Frank Brown's Boxing - Spectrum
8	Wings Over Windows - Spectrum
9	Boxcar Band - Spectrum
10	Out Run - Spectrum
11	Yagi Bear - Amstrad
12	Super Runners - Spectrum
13	Super Runners - Amstrad
14	Shanghai Kawaii - Spectrum
15	Interceptor - Amiga
16	Sanctuary Ship Police - Spectrum
17	Wings Over Windows - C64
18	Shogun Warriors - Amstrad
19	Center Command - ST
20	Papaya - Spectrum

1	Center Command - Amstrad
2	Out Run - Amiga/ST/IBM
3	Shogun Warriors - Amstrad
4	Wings Over Windows - C64
5	Capital Blood - Interceptor
6	Gauntlet 2 - US Gold
7	Foundation's Waste - Amstrad
8	Sanctuary Ship Police - Spectrum
9	Outrunner - Pygmalion
10	Pandora - Parallax

1	Interceptor - Electronic Arts
2	Outrunner - Pygmalion
3	Forest Formula (one) - Electronic Arts
4	Amstrad - Madhouse House
5	Sanctuary Ship Police - Spectrum

Interceptor: Parallax Inc. - Amiga/ST/IBM  
Outrunner: Pygmalion  
Forest Formula (one): Electronic Arts  
Amstrad: Madhouse House  
Sanctuary Ship Police: Spectrum

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*Curly Whirly*  
These are  
praproduction

These are  
preproduction  
translators of  
Firebird's Whirligig,  
a space shoot 'em  
up for ST and Amiga  
(£19.95).

"Whirligig's" are apparently a sort of stargate that you have to fly through in order to tell the people of the past not to embark on the course that eventually was to put you and your kind into slavery (or something).



We're promised  
a nice 3D  
light effect,  
and 8 bit  
versions to  
follow.



# Dizzy Droids

Those crazy French boys have been at it again, with a wilder looking cartoon-style arcade game called G'NIUS, out in September. Wacky robots push each other about and knock down walls in that inimitable gallic style, available in September from Lankhor/Active (ST £19.95).



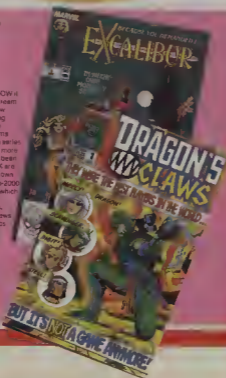
## Fax Box

**Steve Wilkos** - **Bernard Dugdale**

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English  
X Men

Despite all the talk of a British Renaissance in comics, you KNOW it must be true when it hits mainstream. **M Marvel, Excalibur**, a brand new X-men comic brings the surviving members of America's favourite superheroism to the UK, and teams with our own **Caplaln Britain** in a series of rolicking adventures that are more fun than any average comic has been for years. Meanwhile, **M Marvel UK** are for the first time marketing their own comic series in the States: a sub-2000 AD thing called **Dragon** or **Tenth** which takes it's influence from **Star Wars**, **Star Trek** and **Star Wars**. **Star Wars** and **Star Wars**. British creators have been hot news for years - it's nice to see comics set here for a change.


$$\Delta f = \frac{1}{2} \cdot \frac{1}{m} \cdot \sin \alpha \cdot h \cdot \sin \alpha$$


\* Paper No. 107: 2007/2008 success



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and Disk £14.99

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**Born in a time of peace, lived in the time of war;  
the shadow warrior returns. Leaping the abyss of  
time he comes to fulfil his destiny!**

**DATELINE:** 1988 Manhattan **THE TIME:** Now  
**THE QUEST:** to destroy the eternal evil... KUNITOKII

► **MACHINES:** SPECTRUM/ CBN 64/AMSTRAC/BBC/ATARI ST/AMIGA.

► **SUPPLIER:** DOMARK.

► **PRICE:** £9.95 SPECTRUM/

£64/88C/ £35.512.95

£64/88C DISK £44.95 SPECTRUM/

£3/AMS DISK, £49.95 ATARI

ST/AMIGA.

► **VERSION TESTED:** SPECTRUM.

► **REVIEWER:** JULIAN RIGNALL.

*Empire Strikes Back*, George Lucas' brilliant sequel to *Star Wars*, was released to a delighted public in 1980; its Oscar-winning special effects helping it to become one of the top-grossing films in cinema history.

The story continues directly from where *Star Wars* left off.

After their successful assault on the giant Death Star battlestation, the Rebel Alliance has gone into hiding on the ice planet Hoth. However, they're forced to scatter when the evil Empire discovers their location and sends forth a large attack fleet. Following a series of adventures, the characters reassemble on the cloud world of Bespin, where disaster strikes! To tell you more would ruin the ending! It's here's anyone out there who hasn't seen the film.

The film features some incredible action sequences ideally suited to a video

game. So, in similar fashion to *Star Wars*, Lucasfilm's Games Group joined forces with Atari to produce a vector graphic arcade game of the film.

It appeared in late 1983 in the guise of a conversion kit for *Star Wars* arcade coin-ops. Because at this it never appeared in any great numbers — unless an arcade had an on-sight electronics engineer handy, the operator had to send the machine back to the manufacturers for upgrading — but that hasn't stopped Domark from buying the rights and converting

Once a level is selected, the game begins proper with the player at the controls of a Snowspeeder skimming low over the planet Hoth in search of the Empire's Probots. These scout droids have landed on the planet in search of the Rebel base, and are destroyed with one blast from the Snowspeeder's laser.

Care has to be taken not to run into their defensive laser bursts, which deplete one of the 'speeder's five shields on contact.

The second

The Snowspeeder skims low

YOU ONLY GET 4 TON CABLE LEFT

Attempting some trick flying

▲ A Probot approaches.

It's a home computer format.

It's a brilliant arcade game, with four action sequences and what seems like half the film's dialogue digitised into memory. The Spectrum version lacks the speech, but it is an otherwise faithful copy of the original, and boasts nearly all the gameplay features.

At first the player chooses either an easy, medium or hard game, which starts the action on the first, third or fifth wave respectively. If either of the latter two are selected, a special advanced player bonus is awarded when the first four attack waves are completed.

level puts the player against the Empire's surface invasion force. Giant four-legged AT-ATs, and smaller bipedal AT-STs are heading towards the Rebel base and must be stopped at all costs. Both types of machine can be destroyed by shooting their tiny cockpit windows, and AT-ATs can also be brought down by firing one of the Snowspeeder's limited supply of tow cables at their legs.

Daring players can also go for a special trick flying bonus by flying through the legs of an AT-AT, although the move is a tricky one and runs the risk of losing a shield through collision with the metal behemoth.

When the invasion fleet is repelled, the Snowspeeder

▲ Vader heads towards

# RIKES BACK

## UPDATE...

Good news for Amstrad owners – the conversion for your machine is looking very good indeed, and Domark reckon that it'll match the Spectrum version for speed and gameplay.

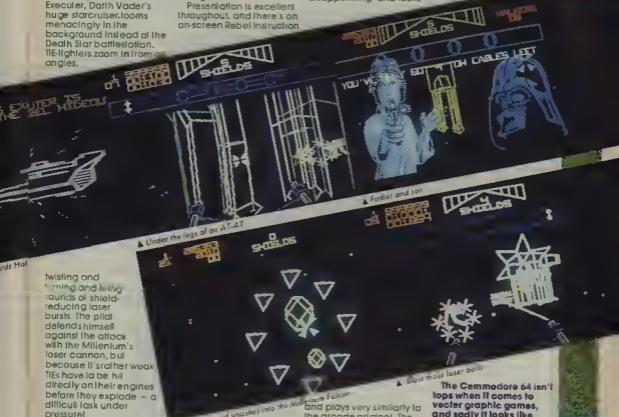
lands of the rebel base and the scene shifts to outer space, where the player flies the Millennium Falcon against rebel TIE-fighters. This level is very similar to the first in *Star Wars*, only this time the Executor, Darth Vader's huge starcruiser, looms menacingly in the background instead of the Death Star battleship. TIE-fighters zoom in from all angles,

the racks as they whizz by.

When this level is completed, a bonus is awarded and the player returns to the first level again, only this time the enemy forces are far stranger.

Presentation is excellent throughout, and there's an on-screen Rebel instruction

and the Las Vegas arcade in London) and have been looking forward to the conversion since Domark announced it more than a year ago. The Spectrum version isn't all disappointing, and looks



twisting and turning and hitting rounds of shield-reducing laser bursts. The pilot defends himself against the attack with the Millennium's laser cannon, but because it's rather weak TIEs have to be hit directly on their engines before they explode – a difficult task under pressure.

Finally, the player guides the Falcon through an asteroid field to safety. The craft has no means of defending itself from the myriad of spinning rocks, so it's up to the pilot to skillfully fly the spacecraft through the densely-packed field without hitting an asteroid. This is definitely the hardest of all the levels and requires some very nifty joystick wielding to avoid

manual which can be accessed before play to display all enemy craft. Programmers have also included the JEDI bonus, on each we have a bonus and a letter – either J, E, D or I – is awarded for shooting down a given number of targets.

I must confess to being a great fan of the arcade game (the only two I ever found were in Blackpool

and plays very similarly to the arcade original. The second level is absolutely superb, and depth is incredible. The only thing that lets it down is its occasionally slow screen update, but other than that the game is excellent and well worth looking up.

- ▶ GRAPHICS 7
- ▶ SOUND 4
- ▶ VALUE 6
- ▶ PLAYABILITY 8
- ▶ OVERALL 8

The Commodore 64 isn't tops when it comes to vector graphic games, and sadly it looks like *Empire* will be rather jerky and sluggish – so take a good look before parting with your dosh, OK?

The 16-bit versions are looking and sounding extremely promising; not only do the Atari ST and Amiga conversions boast super-smooth vectors that are identical to the arcade machine, they also include large chunks of speech digitised directly from the coin-op original.

# Reviews

► MACHINE: COMMODORE 644 DISK.  
► SUPPLIER: COSMI.  
► PRICE: \$12.95.  
► REVIEWER: KEITH CAMPBELL.

In a daring helicopter raid on a summit meeting in Lichtenstein, the

# THE PRESIDENT IS MISSING

FRIDAY THE VICE PRESIDENT ANNOUNCED THE ORIGIN OF A SPECIAL INDEPENDENT INVESTIGATION INTO THE ABDUCTION OF THE PRESIDENT AND THE OTHER HEADS OF STATE.

STATE DEPT. REPORT BY D.D. JAMES  
SUBJECT PHOTOGRAPHIC DOCUMENT RECORDS CRISE PENDING RUCIR REPORTS CONFIDENTIAL  
KEYWORD FILE TYPE BY NUMBER



Guarded by marines, the President delivers a message.

▲ The President is missing... but where do you begin? President of the USA, along with most of the Presidents and Prime Ministers of the EEC, are abducted.

Before long, a recorded message from the President is received. Having refused to record a prepared statement, he has been allowed to send his own message. It becomes clear that all the hostages are separated, and none of them have had any contact with the others, nor knows of their whereabouts.

A number of impossible demands are received from the kidnappers. Destruction of the state of Israel, re-establishment of Palestine, nationalisation of Islamic oil, an end to Russian occupation of Arab territories, sovereignty of the Persian Gulf, and unification of all Arab lands are among the list of 9 conditions for the release of the top

politicians. This is where you come in. You have been appointed Special Investigator to the Commission on Abduction and Terrorism. To carry out your duties, you have been given access to all security files and databases, in order to expedite the recovery of the President and his fellow victims, and to bring those responsible to justice.

The action takes place on a simulated computer system.

Information is accessed by entering the command FILES, which displays a menu of 8 file-types available.

SUBJECTS gives a selection list of all the characters in the game, each of which may be called up, to display a photo and biographical data. DOCUMENTS holds the text of official papers,



Not enough troops are engaged.

▲ Oh dear CONFIDENTIAL offers two files, each requiring an access code, so unless you discover any on your way through, you may have to hack them without authorisation!

PHOTOGRAPHIC files consist of full-screen photos, with

accompanying text. A facility is provided to magnify these into an almost meaningless set of pixels, where, by using the joystick, the area of the picture can be scanned for any useful detail hidden in the basic picture.

# PRESIDENT MISSING



▲ The assault on the terrorist stronghold begins



▲ When negotiation fails, call in the infantry!

FILES also gives the player the option of entering his own case files — reports of his progress. To do this requires a spare disk, and thoughtfully a FORMAT option is offered at this stage.

However, since the program disk 1 is not write

protected, care must be taken to ensure that it really is the spare disk in the drive, before using the CASE option. Since the CASE files are entered in free formal English, as far as I could see they act only as a scratch pad.

As well as FILES, there are

three other main commands. AGENT opens a channel for you to give up to eight agents under your control an assignment. CODES accesses a computerised decoding facility, offering Morse, Enigma, and Transpositions, and COMMS allows you to direct the authorities to detain a suspect or secure premises.

The two double-sided disks are accompanied in the package by an instruction manual and an

producers must know what is meant by that term, these days?) is left down only by a few minor points of user unfriendliness. For example, there are three boxes permanently on screen, marked STATE DEPARTMENT, AGENT REPORT, and BULLETIN. When the Agent Report box starts flashing, you can go into the REPORTS sub-option of FILES and get the feedback from the agents to whom you have given assignments. But you are asked for a file number



▲ The computer database stores details on all the game's characters

audio cassette. The cassette is very realistically produced, and consists of archived tapes relating to the case. These include a tape sent from the President whilst detained. An option under FILES closes the recordings, and enables individual tracks to be found more easily. As you sift through the mass of information at your disposal and start getting reports back from your agents, you may well need to go back to some of the recordings, to refresh your memory, or perhaps to listen more carefully.

All the time you are playing events are on the move worldwide, and the pressure is on you to succeed before the world moves into political chaos.

The game, described as an 'Interactive Graphics Adventure Simulation' (ADVENTURE is misleading, and surely software

and there seems to be no way of knowing it. When the BULLETIN light started flashing, I just did not know what to do, and could find no mention of the lecture in the instructions, either.

Despite these few difficulties, this is an extremely large and impressive program, well thought out and thoroughly researched, offering many hours of intrigue and investigation.

- ▶ GRAPHICS 7
- ▶ SOUND 6
- ▶ VALUE 7
- ▶ PLAYABILITY 7
- ▶ OVERALL 7

## UPDATE...

C64 versions are available on disk only. PC and 16-bit versions will follow but no Spectrum or Amstrad versions are on the cards.

# Competition

## BETTER READ THAN DEAD

Red Storm Rising is the latest blockbuster from Microprose — joining as its inspiration the best selling novel of the same name.

In this amazing CAYG deal we are offering one hundred lucky readers a chance to win a signed copy of the chilling novel.

In Red Storm Rising you are in charge of the tactical operations of an American nuclear attack submarine in World War III.

The Warsaw Pact countries are mounting a huge offensive against Western Europe. The USSR is disrupting the shipping bringing men and supplies across the Atlantic Ocean from America. As the Commanding Officer of a crash Class 666 nuclear submarine you must seek out and destroy the Soviet submarines as they leave their base near the Arctic Circle.

The game was coded by Microprose's log man — Sid

Malar — of Silent Service and Solo Flight fame.

In typical gunboat Microprose fashion Sid Malar describes the similarity with Silent Service as doing "like the difference between the P-51 Mustang in World War II and today's F-15." Only a Microprose simulation expert could come up with a quote like that but he does have a point about the sophisticated gadgetry at your fingertips as you "drive" the 666.

Most important of these gadgets is the sonar that is so sensitive it can pick up the sound of submarine propellers at great distances, there are also computerised databases that list the speed and weaponry of enemy subs, and "intelligence" torpedoes that can lure and home in on their targets.

P	F	A	L	Y	I	S	T	S	R	G	W	A
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Reading Tom Clancy's novel will not make you an ace at the game but it is a good read in its own right and if you do buy the game the insights it gives you will do most help.

Red Storm Rising will be launched on the Commodore 64 cassette at £14.95 and £19.95 disc on August 11th. Amiga, ST, and PC versions will follow shortly at £19.95.

For your chance to win a signed copy of Tom Clancy's Hunt For Red October all you have to do is spot the names of Microprose games hidden in the word square. The name of the company and of their larger than life, all-fighter pilot boss, are also hidden in the puzzle. Cut out the box, complete the name and address panel, and send to Red Storm Camp, CAYG, Priority Court, 50-52 Farringdon Lane, London EC1N 3AU.

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# BARBARIAN II

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# Reviews

## DREAM

- **MACHINES:** CBM 64 SPECTRUM, AMSTRAD, IBM PC.
- **SUPPLIER:** US GOLD.
- **PRICES:** CBM 64 \$9.99 CASS \$11.99 DISK. SPECTRUM \$9.99 CASS. AMSTRAD \$9.99 CASS \$14.99 DISK.
- **VERSION TESTED:** CBM 64 DISK.
- **REVIEWER:** GARY WHITTA.

Here's a surprise! After a seemingly endless stream of arcade conversions, US Gold have come up with a game with absolutely no coin-op connections at all. *Dream Warrior* has a really strange and complicated scenario, so turn on your brain and read on.

The time is the future (Gosh!) and in an attempt to put an end to messy physical wars with lots of blood and infestations all over the place, the FOCUS Federation (Boo Hiss) have developed a system whereby they can plant Demons into people's dreams to kill them while they sleep.

To prevent this Nocturnal

neeromancing, a team of scientists called collectively ASMEN found a way to combat the evil Dream Demon. Unfortunately, FOCUS sussed out their plans and planted Demons in their dreams to kill them, and the only way to save them is for you, the Dream Warrior, to enter the heads of the scientists and flush out the Demons.

The game is basically a sort of quasi-side ways shoot-'em up with strategy elements built in. The scientist head interiors are depicted as a long horizontally scrolling playing area that takes up about 25 screens. You, as the Dream Warrior (clad stylishly in green motorbike leathers) run around the dream blowing away dream demons with your laser rifle. The nasties come in various colours and shapes and fly past you at speed hoping to collide with you and knock your energy level down a bit.

Every time you kill a nasty he leaves behind a little coloured globule that can be picked up, the item you gain when doing so being dependent on what colour the globule is. Red globules, for example,

boost your energy level, while grey globules allow you to access the lift and move between the two

available floors. By picking up a green globule it's possible to journey to other dreams (there are three in



- **MACHINE:** AMIGA.
- **SUPPLIER:** MICRODEAL.
- **PRICE:** \$14.95.
- **REVIEWER:** CHRIS JENKINS.

Who-ho-ho! This looks pretty familiar! Like many a piece of European software, *Giganoid* is immaculately programmed and very polished, but relies on ripping off established ideas rather than coming up with anything original. In this case, the subject is *Arkanoid*, the brick-bashing Breakout variant.

*Giganoid* features fifty screens of pretty background patterns and complex constructions of bricks. As usual, there are several different types of bricks: normal ones, indestructible ones, ones

which need to be hit twice, and those which drop spinning canisters when hit. Along the bottom of the screen moves your bat, under mouse, keyboard or joystick control. Just keep the ball bouncing off the bricks, and pick up the canisters for bonus features, such as an extended bat, sticky bat, multiple balls, lasers, extra life and instant exit.

The brick patterns, including floppy disks, computers and geometrical shapes, aren't particularly challenging, though there's the odd tricky one where you have to flip the ball along the top of the formation to get around the indestructible bricks. However, after the

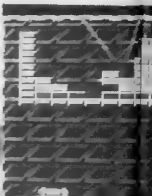
## GIGA

first half-a-dozen levels you come to the Demons.

Selecting the number of rounds, 1-4 you're faced with four sinister heads, one of which spits out a ball without warning. You get to slip as many levels as you can parry balls.

Further on you'll encounter the Gatekeepers and the Grandmaster, demons

▼ *Giganoid* sounds like *Arkanoid*, looks like



# WARRIOR

all) via the dream hoppers, and blue globules are used to slowly put together a picture of the scientist whose head you occupy.

If you succeed in managing to complete all three scientist's portraits,

you can progress to the final section where you do battle with the ultra-nasty megademon, Ocular.

There's also a strange 'interlude' section where you hop on board a strange flying Suzuki known

as a Sloop (don't worry I don't understand it either) and have a punch-up with huge green monster moles called Wyrms.

US Gold must be congratulated with producing a game that's original in both scenario

and concept, something of a first for them, as well as some extremely nice graphics and sound,

which deserve a mention all on their own. The Dream Warrior sprite has been very well defined and

animated and is surprisingly large for a game of this type,

although he doesn't actually seem to be there, instead he looks like he's floating about. The

backdrops are very pretty, even if they aren't original (yet more bas-relief) and scroll smoothly enough.

The Wyrms have been drawn well, but unfortunately they're a bit too big for the poor old 64

to handle and the end result is a little jerky

Sound is good too, albeit sparse, with a pleasant soundtrack on the little screen and reasonable in-game effects.

Unfortunately, all excellent aesthetics aside, there isn't much gameplay there, and after the initial novelty of running around

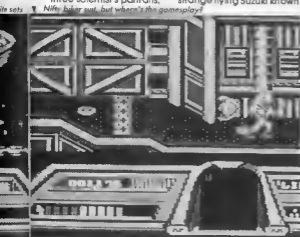
blasting aliens and collecting globules has worn off, there's little more to keep you coming back,

which is a shame. Some excellent graphics and sound have been wasted on a mediocre game.

► **GRAPHICS** 7  
► **SOUND** 6  
► **VALUE** 4  
► **PLAYABILITY** 4  
► **OVERALL** 6

## UPDATE ...

The C64 version of *Dream Warrior* should have been released by the time you read this, along with the Spectrum and IBM PC and Amstrad versions, none of which we've seen as yet. ST and Amiga owners, however, will have to make out on this slice of tedium, as US Gold have no plans for 16-bit versions. Oh, well. You can always dream ...



# ARKANOID

and, look Arkanoid.

which shoot fireballs as you try to hit them.

While Giganoid doesn't feature all the aliens and gimmicks of Arkanoid or Addictoball, it does have some marvellous sound samples; a horrid growling intro sound, a shout of "Everyone out there ready!" before each round, a didgeridoo on the high-score table, and clanging metallic percussion each time the ball hits a brick, the slide, or your bat. With several boills in play, the noise starts to sound like a Del Leppard drum solo.

Entirely unoriginal, then, basically an Arkanoid clone, but great fun and smoothly programmed. If

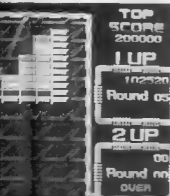
you liked Arkanoid or

Addictoball, and your life isn't the same since you finished them, Giganoid is well worth a bash.

► <b>GRAPHICS</b>	7
► <b>SOUND</b>	9
► <b>PLAYABILITY</b>	7
► <b>VALUE</b>	6
► <b>OVERALL</b>	7

## UPDATE ...

Giganoid is the first product from Swiss Computer Arts to be handled by Microdeal. There are currently no plans for other versions.



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Atari ST screen shots.

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► MACHINES: ARCHIMIDES  
ATARI ST, AMIGA, SPECTRUM.  
► SUPPLIER: FIREBIRD.  
► PRICE: ST £149.95, SPEC £7.95.  
► VERSION TESTED: ATARI ST.  
► JULIAN RIGNALL

Virus was first exposed to the public at the last PCW show; then it was called *Zorch* and was only available for the mighty Acorn Archimedes. Since then, author David Braben has been busy converting it to the Atari ST and Amiga – and the end result is nothing short of spectacular.

It's a unique game, and is as much an innovation as *Ultimate's* 3-D toroid perspective *filtration* format was four years ago. The plot doesn't break any new grounds – the player takes command of a hoverplane and patrols a map of islands, mountains and sea, defending it from invading alien spaceships who are trying to infect the land with a deadly red virus – it's the approach and presentation that makes *Virus* very special indeed.

The action is played over a solid, true 3-D perspective world, with the player having a remote view of the hoverplane. The visual effect is incredible; the landscape is made up of an undulating subtly-coloured checkerboard of greens and browns and scrolls smoothly as the hoverplane flies around. Dotted across the land are different types of trees, bushes, radar towers and houses, all of which move in smooth 3-D.

Fly upwards and the ground scrolls off the bottom of the screen; fly higher and the craft runs into glowing 'space debris', a sort of high altitude snowstorm which moves in a highly convincing parallax fashion. Giving the game an even more solid look is the ultra realistic shadow

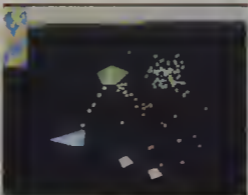


*'Virus' is simply incredible* cast by the hoverplane, which changes as the craft zooms over the gently rolling landscape. A really nice touch is seen when flying low over the sea water drops – complete with shadows – spray everywhere as the 'plane's jet blasts the surface.

The hoverplane is mouse or keyboard controlled and tilts and thrusts in any direction. It must be said that the control method is very tricky indeed – the hoverplane responds to the slightest twitch of the mouse – but

*I've never played a game so real* perseverance pays off, and once you're used to the way the craft pitches and yaws, flying becomes second nature. The hoverplane is also equipped with a laser cannon and three homing missiles for use against the marauding enemy.

A game begins with the hoverplane parked on the landing platform. Within a few seconds the invasion starts; the location of all enemy activity is displayed as coloured dots on a miniature sonar map at the top left of the screen.



▲ Scroll too far skywards and you confront the space debris



▲ An Attractor draws the Hover Plane



▲ Debris and mine don't fall in a parallax



▲ The beautiful crystal like object is a

# IS

There are eight types of alien craft. Seeders roam around polluting the landscape with virus spray while Bombers fly at high speed dropping parachute bombs that contain canisters of concentrated virus. Neither are aggressive. Atrocitors, on the other hand, fire lightning bolts at the landscape and use

boasting similar armament and manoeuvrability to the hoverplane engage in dogfights whenever they can. Finally, there's a mystery spacecraft which appears later in the game and 'may have' a lethal weapons system fitted.

Whenever a craft is destroyed, bits fly everywhere, and larger chunks of debris float

to enhance the feeling of 'being there'.

When an entire attack fleet is destroyed a bonus is awarded for the amount of uninfected landscape remaining, and the player goes on to tackle the next, more aggressive invasion force. Every fifth wave the landscape is disinfectied, and the gravity is increased on waves three, five and seven. An extra life is awarded every 5,000 points.

Virus is simply incredible. I've never played a game that has felt so real; the hoverplane's inertia, the gravity, the way the sound works and the amazing 3-D effect generated by the graphics all conspire together to make a game of classic dimensions; a landmark in 16-bit entertainment. Time and patience are required before enjoyment is gleaned, but to be honest I can't think of a game more deserving of such perseverance.

▶ GRAPHICS	9
▶ SOUND	5
▶ PLAYABILITY	9
▶ VALUE	8
▶ OVERALL	9

## UPDATE...

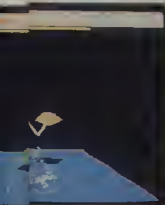
Virus is available now on the ST and Spectrum.

Commodore 64 and PC versions will also be available later in the year but no firm dates are available on these as we go to press.

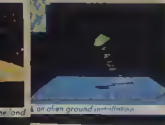
ST owning David Braben fans can look forward to a version of his first and most famous game - *Elite*, which is just being polished up in readiness for a late Summer launch. Amiga owners are also going to be on the *Elite* new version list we are informed.

If you are a *Virus* owner - and pretty nifty if it won't hear from you.

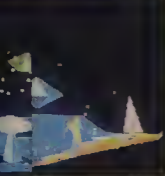
We are offering a reward for the best strategy guide to *Virus* - so write in now.



Plane on land



Plane on land



Plane on land



▲ The Hoverplane casts a shadow on the undulating terrain as it flies

their tractor beam to drain the hoverplane of its energy, shown as a diminishing bar at the top of the screen. When energy is low the plane can return to the landing platform to refuel.

The other five craft are entirely aggressive. Drones trail the hoverplane and attempt to destroy it. If one shoots a tree or bush infected by the virus, it becomes a Mutant, a similar, but bigger and more powerful craft. Pests home in kamikaze-style, and deadly Fighters

slowly earthwards, smoking as they fall. Indeed, destroying anything results in a plume of smoke, and trees and the like continue to burn for long periods of time, adding to the game's realism.

The sound effects are a little harsh and tinny, but they have been intelligently used. Each craft makes its own distinctive noise, which increases and decreases in volume as it approaches and retreats - yet another clever play



▲ Rasterised graphics on the Speccy but game play is as good.

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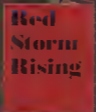
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# Reviews

► **MACHINES:** ATARI ST, SPECTRUM 48K AND PLUS 3, COMMODORE 64, AMIGA, PC.  
► **PRICE:** SPEC £7.99, +3 £12.99, C64 £9.99, ST £19.99, AMIGA £24.99.  
► **VERSIONS TESTED:** ST+3.  
► **REVIEWER:** EUGENE LACEY.

Night Raider strikes a nice balance between simulation and arcade play whilst of the same time teaching you something useful about one of the most exciting sea battles in the history of naval warfare.

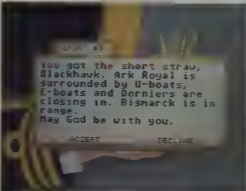
The Bismark was the pride of the German fleet in World War II and the scourge of the Royal Navy. She clomped amongst many ships the Battle cruiser Hood – before being sunk by a prolonged aerial attack from planes launched from the Ark Royal.

Night Raider lets you take the joystick at one of these planes as it weathers the flick and dive bombs the Bismark to drop its

torpedo.

The game has a multi-screen design – enabling you to flick from front view to tail view, cockpit controls, scrolling map of the battle theatre, and also the menu and game play options by pressing the number keys on your computer.

Your plane is based on the Grumman Avenger – an American designed torpedo bomber which delivered the killing death blows to the Bismark. The game is at its best in the mission mode when the Avenger comes under



▲ Choosing a mission – don't expect any scenic supply runs



▲ Ace pilot Ed gets a Dornier in his cross hair gun sights

# NIGHT RAIDER



▲ Churchill makes a stirring dignified

attack from German fighters. It is a case of blasting away with your forward and aft guns – flicking through the screens whilst also keeping an eye on your course.

The Avenger has several controls on board which you can operate with the aid of an icon pointer which you move around the controls with your joystick. These are: airspeed, altitude, artificial horizon – of particular use when flying at night; vertical speed; inverted T-bar to show the position of the rudder, brake, throttle, ignition, and torpedo.

Armaments are just the torpedo and forward and aft guns. You can only load one torpedo into the Avenger so you must hit the

# NIGHT RAIDER



...nsed ops - but only for 16-bit owners

target when you get in range.

The various controls of the Avenger sound similar to those you would expect in any flight simulation. In practice they are much easier to use than a pure simulation. The tolerance levels have been set low - so that you have a fair amount of time to pull things right should you take too much flak, or over heat the engine.

Night Raider makes a justifiable claim to having a challenging strategy element, particularly liked the mission challenges. A Commander offers a fist full of draws. Yep - you guessed it, they are pretty tough challenges, and you always draw a short straw of some description.



▲ Scrolling map screen shows the Avenger closing on the Bismarck

The scrolling map is full of enemy hazards. There are closing German fighters, U-boats, destroyers, floating mines and many other hazards. Sometimes you have two tasks to carry out at the same time - like destroying the Bismarck and defending the Hood.

Essential skills apart from the obvious ones of mastering the flight controls and perfecting aim with the torpedo you must also learn to set the course, navigate, and manoeuvre the Avenger.

There is a real knack to this - particularly when in combat. The crosshairs lock the plane into a certain course. You must therefore take the cross hairs off the screen risking attack from enemy fighters. Then quickly flick to the map screen and get your Avenger pointing in the



▲ Tail gunner lets fly at two Dornier's in this Specyzy Plus 3 version

all systems. Best of all are the German lighters - if you bag one of these they plunge most dramatically sea-wards with trails of flames pouring from their tails.

Games old enough to remember the Dam Busters (recently out on budget) will see some unmistakable resemblances in game design.

This is the best launch from Gremlin for some time. I found it a thoroughly enjoyable game to play. Just right for people who want something a little more challenging but don't want to plow through a thirty page manual - and get involved in save game options as for example in something like Carrier Command. Night Raider finds the middle ground most effectively.

correct direction. It is not easy but it is challenging and rewarding when you successfully correct your course and get your guns operational quickly enough to take out some incoming lighters.

The graphics are worthy of mention both on the Plus 3 and Atari ST - the two versions tested. They are solid filled on the ST but resort to 3D line drawings on the Plus 3.

Nice trills are included like a picture of Adolf Hitler with digitised speech as the Fuhrer celebrates the first victim of the Bismarck. Soon after Winston Churchill is up on screen making his famous speech about lifting the curse of Hitler "from the brow of Men".

Of course these trills are reserved for 16 bit owners - but the main game play graphics are also sound and

► GRAPHICS	7
► SOUND	7
► PLAYABILITY	6
► VALUE	7
► OVERALL	7

## UPDATE . . .

The ST and Spectrum versions of Night Raider are now on sale.

Expect to see the Commodore 64 version in the shops shortly. An Amiga version will follow in the Autumn.

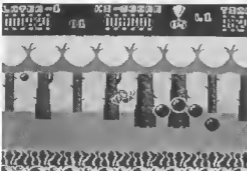
Most of the game play is identical in all versions. The Specyzy employs a combination of vector line drawings and solid graphics.

# Reviews

## HOPPIN MAD

► MACHINES: SPECTRUM, CBM 64, AMSTRAD.  
► SUPPLIER: ELITE.  
► PRICES: CBM 64 \$9.99 CASS \$11.99 DISK, SPECTRUM \$7.99 CASS \$12.99 DISK, AMSTRAD \$9.99 CASS \$14.99 DISK.  
► VERSION TESTED: AMSTRAD.  
► REVIEWER: GARY WHITT.

Those of you with a good memory will have taken one look at the screen-shots



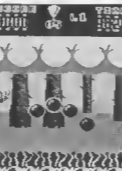
▲ *Catoball returns in the guise of Hoppin Mad.*

accompanying this review and thought "They that looks remarkably similar to *Catoball*, one of the games on Elite's ancient 3-game compilation *Trio*". And of course you'd be absolutely right, 'cos Elite were obviously quite chuffed with the original concept for that game and have released a follow-up in the form of *Hoppin Mad*.

Taking control of four shiny bouncing balls (no smutty jokes please), your objective is to guide them, in a long caterpillar-like string, across a series of surreal landscapes, collecting floating balloons as you go.

Collect 10 balloons and you can progress to the next level. It sounds simple, but as you would expect, there are lots of nasties who are just itching to puncture your balls (stop laughing at the back!).

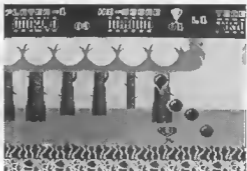
Nasties come in various shapes and sizes,



▲ *Shades of Dali as a quartet of shiny balls bounce through a desert.*

Including a strange plant that looks like a cross between a Venus Flytrap and a Triffid, nasty mutant seaquills, fish, and ooh, just loads of other things. The levels have been reasonably well designed.

There's a *Wonderboy* style forest section, Roman ruins, a desert, a seaside and an aquatic underwater level as well as



▲ *Bounce those balls and burst that balloon.*

back to the beginning of the level. The controls are simple enough: left and right (to accelerate and slow down) and the fire button to jump.

I wasn't disappointed by *Hoppin Mad* at all, mainly because I wasn't expecting much in the first place, having seen *Catoball*. If Elite had wanted to release a sequel, they should have done something to spruce up the gameplay and graphics rather than just add on more levels, as all they have succeeded in doing is turning a boring game into a long boring game.

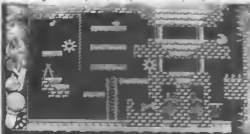
*Hoppin Mad* is one of Elite's few titles not to be linked to some famous coin-op or personality which just goes to show that Elite should stick to what they do best: arcade conversions or, if they're going to carry on producing original titles, make sure they're playable ones.

► GRAPHICS	4
► SOUND	3
► VALUE	4
► PLAYABILITY	5
► OVERALL	4

### UPDATE...

All of the 8-bit versions of *Hoppin Mad* (Spectrum, 64 and Amstrad) have been released and are available now, but if you're an ST or Amiga owner, don't hold your breath, as Elite have no plans for 16-bit conversions.

▼ The Amiga version speaks; the Spectrum merely beeps



Transpadders will be cat eat

# CHUBBY GRISTLE

► MACHINES: AMIGA/ATARI  
ST/IBM 64/SPECTRUM  
► SUPPLIER: GRANDSLAM.  
► PRICES:  
► VERSION TESTED:  
SPECTRUM.  
► REVIEWER: STEVE JARRATT.

When the Amiga version of *Chubby Gristle* arrived, the whole office stopped in amazement. Not of the game, mind you, but at the increasingly realistic speech: "Ye can't park 'ere", it says in a distinctly northern voice, "ave a word wi' 'emmissioner!". However, without the speech the game is really dull, especially the Spectrum version.

The aim is simple: blubberman Chubby makes his way across 13 levels of platforms, ladders, love pits and streams in order to get home to Miss G and make little Gristles.

Each screen has Monty-esque decor, comprised of the usual pot-pourri of brickwork, platforms, pillars and posts, interspersed with patterned areas for a bit of variety. However, they're neatly drawn and a lot less garish than many games of this type.

Chubby meets a

the completion of certain screens. For instance, the flowing stream can only be negotiated once a pair of wellington boots have been retrieved.

Released across all formats, *Chubby Gristle* has the added advantage of some excellent digitized speech on the larger machines. The Spectrum version is not afforded this luxury, and has to rely on gameplay to provide its entertainment value — an unfortunate occurrence since it doesn't really have that much to offer.

In fact, *Chubby Gristle* has some very annoying faults: both the character and sprite collision detection is a bit lacking,

allowing Chubby to fall through the edge of a platform and get bumped off by the nosies, even when they aren't touching.

Also, death sends Chubby back to the exit of the last screen rather than placing him near to where his demise occurred. Once, it even went further, sending him back to the screen before that, I was not impressed.

With a price tag of nearly nine quid, I'd expect a little more for my money than the archaic and unoriginal platform action on offer here.

► GRAPHICS	5
► SOUND	1
► VALUE	3
► PLAYABILITY	4

## CHUBBY UPDATE...

It came as quite a surprise to discover that Chubby is practically identical across all formats.

Although Amiga owners can laugh at the manic speech, at the end of the day what you've got is a crummy-looking platform game of three-year-old Spectrum ilk.

The Commodore version is particularly poor, being an almost direct port-over from the Spectrum, and Atari ST owners won't be impressed when they discover that the version for their machine looks alarmingly similar to the C64!



▲ Chubby lumbers around in search of food

selection of beings along the route, most of which are to be avoided since their touch is fatal to each of Chubby's ten lives. Similarly, falling large distances results in a thinner Gristle and the removal of a life.

There are various objects scattered throughout the landscape which are collected for various effects: flashing food boosts Chubby's weight and score, objects such as money bags, coins and tools are collected for extra points; and a number of items are necessary for



▲ Surely this guy's one of the funniest ever computer characters



# SKATE CRAZY

► **MACHINES:** SPECTRUM, AMSTRAD, C64.  
► **SUPPLIER:** GREMLIN.  
► **PRICES:** SPECTRUM \$9.99/\$2.99, AMSTRAD AND C64 \$9.99/\$4.99.  
► **VERSION TESTED:** C64.  
► **REVIEWER:** MATT BIELBY.

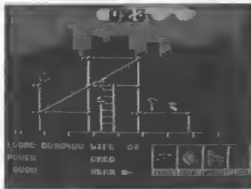
*Skate Crazy* is perhaps the world's first roller skating game. You play yer average street cred skate kid, zooming through what amounts to two games in one: a multidirectional scrolling thing where impressing the judges with your rad jumping is the order of the day, and a

nice is the way the impression of skating is conveyed. When you pass over sand you crunch to a stop, oil sends you spinning out of control, and you can easily slip back down a hill if you don't have the momentum to make the crest.

Of the four city scapes, the multi-directionally scrolling skate park is the section most similar to that earlier skateboarding game, *720°*. You as the skater have to negotiate a series of flashing gates within a time limit, while at



The Obstacle Race - impossible time limits.



▲ Collecting litter gives you a greater buying power

horizontally scrolling obstacle race. There are four levels of each, so you can either play one all the way through, or you can skip about playing rounds alternately - if you can stand the multiloading!

Sound and graphics are very good throughout, with large well defined sprites and colourful backdrops backed up by a suitable jaunty tune. Especially

the same time adding points by kicking over cans, picking up litter and doing free style jumps which are marked by a panel of judges rather like in ice skating.

It's not as easy as all that though, because not only do you have to contend with bouncing balls, lethal frisbees and a whole bundle of obstacles from old slicks to tyres, but you

also have to contend with the initial difficulty of the controls. Jumping is achieved by releasing and pressing down the fire button, and managing to land the right way round after a mild air pirouette can be tricky to say the least.

One nice thing about this section of the game is that if you fail to qualify for the next round you are given another chance in a large car park where you simply have to collect a number of pieces of litter within a time limit.

Even better, though, is the horizontally scrolling section which utilises yet another control method again. Here you race along ducking same obstacles, jumping others against an almost impossibly tight time limit. The skating action is rather cleverly reproduced by the fact that you have to move the joystick back and forth to move, each movement represented on screen by a push of the

skater's legs. Again collecting litter is of importance, giving you the wherewithall to purchase pads, clothes, skates etc, which improve your performance.

Jumping is achieved by pushing the fire button, while pushing the joystick up throws some of your collected litter. The result is

that you often find yourself chucking everything you've collected by mistake, though if it should hit one of those birds or other creatures that spell doom for your skater, it isn't a total waste.

— An enjoyable, varied game that still looks perfectly good alongside such other fine skating games as *Skate or Die*.

► <b>GRAPHICS</b>	7
► <b>SOUND</b>	7
► <b>PLAYABILITY</b>	8
► <b>VALUE</b>	9
► <b>OVERALL</b>	8

## UPDATE...

Spectrum and Amstrad versions are both out now, and though we haven't seen them we are told that they will be very similar in all but graphics. However, there are no plans for 16 bit versions of the game.



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## DESOLATOR

► MACHINES:  
AMSTRAD/ATARI  
ST/SPECTRUM/IBM 64.  
► SUPPLIER: US GOLD.  
► PRICES: SPECTRUM \$8.99  
CASS \$12.99 DISK/IBM 64  
\$9.99 CASS \$14.99  
DISK/AMSTRAD \$9.99 CASS  
\$14.99 DISK/ATARI ST \$14.99.  
► VERSION TESTED:  
SPECTRUM.  
► REVIEWER: STEVE JARRATT.

US Gold's *Desolator* is based on the little-known Sega coin-op, *Halls of Kairos* (perhaps 'unknown Sega coin-op' might be a better phrase, for no-one I know has even seen the machine!).

Involving the exploits of the impossibly lifted hero, Mac, the player is sent on a rescue mission inside the forbidding walls of the castle owned by the great Satan, Kairos.

The castle interior scrolls vertically down the screen as Mac wends his weary way through corridors and chambers of the stone fortress. The aim is to release the many tiny infants – or 'Peters' (!) – who have been captured and are held captive within mirrors adorning the castle walls. A press of the fire button sees Mac shatter each mirror with a mighty punch, allowing the children to escape and scurry about. Mac then attempts to collect the rampaging kiddies before they disappear off-screen. On collecting six Peters, a temporary Power-up is granted, turning Mac into the invincible machoman and enabling him to cut a swathe of destruction through the castle without gaining so much as a scratch.

Castle Kairos is a veritable menagerie, containing a variety of wild and wonderful opponents to beat. Depending upon the version played there are



▲ Mac the hero battles through the Halls of Kairos

up to ten different adversaries, ranging from morose henchman who simply wander around sapping Mac's energy on contact, to the dreaded Kairos himself. Mac's punching abilities are not limited to inanimate objects, however, and he repels his aggressors with a single deft blow.

Further opposition is provided in the shape of laser-spitting ornaments, land mines and barrels which roll around the floor.



▲ Tossing a range in Desolator.

According to the instructions, punching barrels turns them into weapons which Mac can then use. I tried this repeatedly but simply got rolled over: either the function wasn't working on the review copy – or it's incredibly difficult to affect.

Mac's mission is aided by activating a large array of devices which have differing, but generally destructive effects on visible characters. He can also

collect a limited supply of bombs and perform acrobatic forward 'flips' – In practice, a totally useless activity.

The action offered by *Desolator* isn't the most original or interesting I've ever seen. Progress is slow and the gameplay is marred by niggling faults, such as the fact that Mac can't move and punch at the same time. The incessant hordes of enemies which constantly assail our poor hero also help to make this game a rather short affair.

Overall, *Desolator* is an average game that offers a reasonable amount of entertainment – take it or leave it.

► GRAPHICS	7
► SOUND	4
► VALUE	6
► PLAYABILITY	5

## UPDATE

The Commodore 64 version is colourful and loud, but is let down by its gameplay. It's just far too easy. Another big niggle is the very awkward and clumsy multiloop, which disrupts play very badly. The same can be said for the Amstrad version.

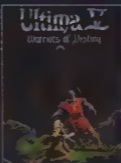
The Atari ST version has extra features not seen in the 8-bit versions, including extra weapons and a wider range of enemies. The graphics are also far better than the 8-bit versions. Still, there's no getting away from the fact that there are only four levels to battle through, and at £20 many experienced ST gamers mightn't think that enough to spend their cash on.





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# Reviews

# BARBARIAN

► MACHINES: SPECTRUM/COM/MODE 64/AMSTRAD/ATARI ST/AMIGA.  
► SUPPLIER: PALACE.  
► PRICE: £9.99 SPEC/C64 AMS CASS \$12.99 C64 DISK £14.99 SPEC/AMS DISK £19.99 ATARI ST/AMIGA.  
► VERSION TESTED: C64.  
► REVIEWER: JULIAN RIGNALL.

Palace's classic 'silly'n' 'n' dioln' game caused quite a stir when it was released this time last year, and the sequel looks set to follow in its footsteps.

There can't be many who don't remember the extensive advertising campaign that heralded the product - Palace cleverly used pictures of a very scantily-clad Maria Whitaker to promote their game, which whipped up considerable public debate. The game itself is brilliant; a very gory one-on-one sword fighting game featuring such delights as blood spurts, a fabulous decapitation

sequence and an obnoxious little green hunchback who bores about the severed heads of the defeated. Needless to say it caused an outrage when it appeared and, because of that, sold in vast quantities.

Later on 16-bit versions were released, sporting similar gameplay, but incredible sampled groans and screams - and of course improved graphics.

*Barbarian II* bears some

similarities to its prequel; it features the same characters, and has the same graphic style and sick humour of the original, but the gameplay is sufficiently different. Basically it's an arcade adventure, there's still plenty of bloody fighting action, but the essence is on locating and picking up the right objects to complete the mission.

The plot is very straightforward the Barbarian has freed

Princess Mariona from the clutches of Drax the evil scarcerer, who has tied to his dark castle and is currently plotting his revenge on the Jewelled Kingdom. He must be stopped, and the only people capable of doing so are the Barbarian and Princess Mariona.

At the start of a game the player chooses either the Princess Mariona or the Barbarian. She is armed with a death-dealin' sword, while he brandishes a

▼ There's nothing so funny about this green giant



▼ Respecting the little head-taken-away



▼ Superb detail and definition in the ST version - look at the dragon's eye



▼ A puff of green smoke as Barb's water



# BARBARIAN II

stanking great axe — Ideal for hacking apart any undesirables. Both have similar lighting abilities and can perform a variety of attacking moves, including a front kick, head chop and the deadly flying neck chop, which often has spectacular results. The hero and heroine can also run and jump, which is useful for crossing the pools of green slime and bottomless pits that are frequently encountered.

The player starts the quest with five lives, each with a set amount of energy, represented by a bar at the top of the screen. As hits are sustained the bar shrinks, and if it diminishes entirely, a life is lost. A life is lost outright if the player falls down a pit.

The action is set over three flick-screen levels, each of which has 28 screens. The player can move left or right onto the next screen, or 'into' the screen when a door or

cave entrance is present. As the player progresses through a level, the direction he walks constantly changes; fortunately there's a compass at the bottom of the screen to avoid confusion and make mapping easier. The objective on each level is to locate and pick up two different objects. When both items have been collected the level is completed, and the next one loads from cassette.

The Wasteland outside Castle Drax is the first part of call; an inhospitable landscape inhabited by a very nasty range of creatures. Pink, bald mutant chickens attack an intruder by pecking at knee height, but can be swiftly killed by a few swipes of a sword or axe. Worse are Stabbers: green bipeds which have a sharp knife protruding from their stomachs. Saurian Beasts, apes and Floaters also make an appearance, but by far the most deadly are the Neanderthal men who stamp about the landscape armed with skull-caving clubs.

Next comes the Dungeon: a dark, dank and dangerous place. Here, carnivores roam, ready to wrestle a hapless adventure to the ground and rip at the throat with its sharp fangs. Green, skinny Orc guards maraud about with their swords at the ready, and cave trolls prove hardy foes in combat. There are also scuttling crabs, slithering things and scorpion-like slingers to keep the player on his toes.

Finally there's the Dungeon, a maze of doors, pits and highly dangerous creatures. Giant grubs, floating eyes and aptly-named goblins provide the least of worries;

graphics by Bob Schumann



warfare empty with his axe



A bulk of ad manager-like proportions confronts our hero



A guard comes on the screen, and the action starts



# BARBARIAN II

# Reviews

the pit monsters on the other hand are very dangerous. These purple horrors lurk in pits and reach up and grab anyone who tries to leap over, dragging them down to their doom. Players of Barbarian I should recognise the Orlots — they're little green hunchbacks with wicked grins and a peculiar affinity for kicking about severed heads — only this time they're armed with axes and it's your head they want!

The great, fat, Dungeon Master also makes an appearance, and kicks

and punches as soon as the player draws near.

When the two dungeon objects are collected, the player enters the Sandtum of Drax, a three-screen-long room where a Living Idol and giant fire-breathing Demon lie in wait. On the final screen Drax himself appears... and it's kill or be killed.

Barbarian II is an incredible-looking game. The graphics are absolutely superb, with amazing sprite animation and visual effects. There are so many neat touches, like the skull being spat out when a pit monster drops

the player down, and the Dungeon Master's heart dropping out when he's on the receiving end of a flying neck chop — gore fans will certainly enjoy the action! The sound effects are very good too, particularly the Dungeon Master's laugh!

The game itself is both enjoyable and challenging, with plenty of mapping and hacking required to defeat Drax. That, coupled with the brilliant visual presentation and choice of characters results in a game that'll keep you hacking long into the

night.

If you're fed up with blasting aliens and want some REAL action, look no further than Barbarian II.

▶ GRAPHICS	9
▶ SOUND	8
▶ VALUE	7
▶ PLAYABILITY	9
▶ OVERALL	9

▼ The giant cat will devour Barb unless he swats his ore before it plunges



Woops — Barb almost loses his balance after leaping the well



## UPDATE...

Barbarian II's gameplay is identical on all formats, with the same map, objectives and control method as the 64 version. The 16-bit versions, however, will feature improved graphics and fabulous digitised sound, including speech, thuds, spials and crashes — look out for them!



## Win our Review Copy

Here is your chance to win a signed copy of Barbarian II — The Dungeons of Drax. Signed for you by the lovely Marie Whitham or just one by my glorious reviewer Julian Spagnol. We have a double signed copy of the Spectrum, ST and Commodore 64 versions to give away.

In return please forward replies to me via e-mail to the only 24-page 2-page at Marie Whitham or they will laugh and laugh and could beat it with the map.

To win your signed copy of the game all you have to do is fill in the name of the product, because I will then enter you into a random draw to see who has won the game.

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# BARBARIAN II

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# Reviews

## SALAMANDER

- **SALAMANDER.**
- **MACHINE:** COMMODORE 64.
- **SUPPLIER:** OCEAN.
- **PRICE:** £9.95 TAPE/£12.95 DISK.
- **REVIEWER:** CHRIS JENKINS.

*Salamander* is, of course, the sequel to the coin-op *Nemesis*, and all the same elements are there:

sections. One or two players can compete, flying through the six levels which take you over the surface of the planet Lalis, through an asteroid storm, over a volcanic landscape, through a mechanoid base, through sub-space, and finally to the final fortress level.

Control of the ship, which is smaller than the one in

rings, flapping space-birds, giant flamingoes, and the most hideous guardians of the end of each level. The demon-headed snake at the end of level three is a particular horror, requiring dozens of head-shots to polish it off.

But the landscape is just as dangerous, huge claws reach for you, jets of flame shoot from the surface, and networks of tendrils actually reform as you attempt to shoot your way through them. In some places it's important to develop the correct pattern of movement and shooting if you hope to blast your way through. If you're terminally

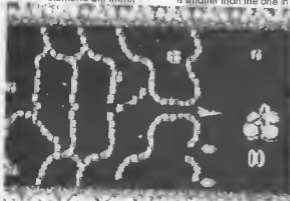
chance to recapture any weapons pods which you dropped (if you're fast enough).

So what you get for your money is an absorbing and challenging blast, but nothing in the way of originality. To be honest, this doesn't look as good or play as well as *to*, but the programming is a little slicker. If this is your kind of thing you'll enjoy it, but *Salamander* won't convert any confirmed shoot-'em-up haters.

► GRAPHICS	7
► SOUND	6
► PLAYABILITY	7
► VALUE	6
► OVERALL	6

### UPDATE

This conversion of Konami's hit coin-op has been a little slow coming, and to some extent has been pre-empted by other similar games. Arcade fans will enjoy making the



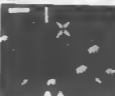
▲ Arrow head ship shoots its way through the maze

special weapons, attacking aliens, huge mutations, hostile environments. But then, you could say that about *to*, *StopFight*, *R-Type*, and dozens of others...

Still, *Salamander* is a classy conversion of the coin-op. The most impressive bit (apart from the non-stop funky music and sound effects) is the way in which the sprite routines have been liddled to give squillions of objects dashing around the screen at the same time.

Admittedly, most of them are missiles, but to keep everything going without loss of speed at even the hairiest moments is a great achievement (and one which *to* can't boast).

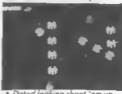
Most of *Salamander* is a horizontally-scrolling format, though on some levels there are vertically-scrolling



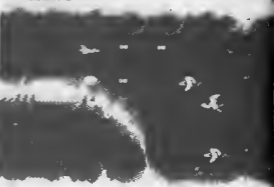
▲ Action turns vertical

*Nemesis*, is pretty smooth. As you'd expect, if you can destroy a whole flight of aliens, they leave behind a weapon pod which you fly over to pick up. Features include speed-ups, whirling laser pods, two-way and three-way lasers, and spinning energy bolts. Once you have picked up a selection of these, the screen becomes filled with missiles every time you hit the fire button.

The poor aliens subjected to this barrage include simple dancing



▲ Dated looking shoot 'em up 020530



▲ Impressive yellow flame effect has been widely copied damaged, your ship just lashes, disappears, and reappears at the left hand side of the screen, giving you a few seconds of invulnerability before the mayhem starts again. You do, though, get the

most of it, though, and might even save themselves some money.

The only other versions in the pipeline are for Spectrum and Amstrad CPC, both due at the end of July.

# STARGLIDER 2



And as time progressed, the void, a blank canvas without form or purpose,

ARGONAUT Software looked upon the void

and there was STARGLIDER.

And as time progressed, the art of three dimensional solid graphics became known unto the ARGONAUTS, and they rejoiced.

And they said:

LET US CREATE THE ULTIMATE PROGRAM, TO HAVE DOMINION OVER ALL OTHER PROGRAMS IN THE UNIVERSE.

... and there was a blinding light and the Earth spun free and tumbled.

And as the fire diminished and the vapours cleared, the fruits of their labours emerged from out of the chaos.

THE ULTIMATE CREATION!

**STARGLIDER 2...**

A VOYAGE INTO THE THIRD DIMENSION.

BY ARGONAUT SOFTWARE

Atari ST/Amiga £24.95



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► **MACHINES:** CASSETTES — PRICE \$14.99, C64/128; SPECTRUM 48K/128K/PLUS; AMSTRAD CPC DISKS — PRICE \$19.99, C64/128; AMSTRAD CPC DISKS — PRICE \$24.99, ATARI ST; AMIGA; AMSTRAD PCW; MS DOS.  
► **SUPPLIER:** ACTIVISION/ABSTRACT CONCEPTS.  
► **REVIEWER:** KEITH CAMPBELL.

Mindlighter is based on a novel of the same name, by Anna Papkess. This full-length (150 page) paperback, has been published especially for inclusion with the game. It was originally written far publication as a stand-alone book, with no thought of an adventure game in mind.

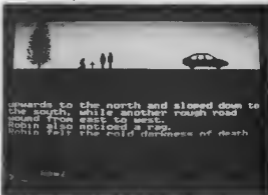
The story centres on a group of youngsters studying parapsychology of Southampton University. Robin, the youngest, is an orphan, and only eleven years old. He rooms with

► Robin arrives in post-nuke Southampton

Matthew, and manages to bring himself up on his own remarkably well for a lad of his age, as well as coping with the final year of his degree course. He has some remarkable powers (as might be expected for an 11 year old degree student) — and as the story opens, he has just successfully gone into a trance and managed to reduce the rate of radioactive decay of a lump of uranium.

Alison is nineteen, and a bag of nerves. In her childhood, her father treated her mother brutally, and she committed suicide after he raped her. However, after a long absence, he rapes Alison, and re-appears to try to rape her, his own daughter, as well. This is prevented by another student, Harry, who is a tower of strength and support to Alison.

# Mindlighter

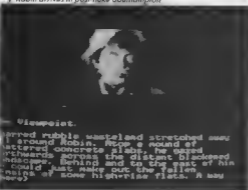


▲ Life doesn't seem to be particularly kind to Robin, does it?

The students are currently planning their latest jolly wheeze — an attempt to metamorphasise themselves into the bodies of animals. They read up about the subject of werewolves to get a few hints and tips on how to set about the task. Well, I'd need a clue or two on that myself, wouldn't you? Their professor, not in the know, conveniently gives them a month off from their studies, as they seem to be too pre-

occupied to get down to any serious work.

Before long they have mastered it, although disappointed that they can only hold animal form for about fifteen minutes at a time. Meanwhile, Robin becomes withdrawn, and eventually goes into a trance, speaking to them as if from another world. It soon becomes apparent that he thinks he is in Southampton of the near future, after a nuclear war. The group, together with



# Uninvited

► **SUPPLIER:** MIRRORSOFT/COM SIMULATIONS.  
► **MACHINES:** ATARI ST; AMIGA; C-64 VERSION EXPECTED.  
► **PRICE:** \$24.99.  
► **REVIEWER:** KEITH.

It's a stormy night, and your car is out of control. You struggle with the wheel to no avail, and after the impact,

just manage to lurch the door open and stagger out before it blows up. Your kid brother got out, too — but where is he? There is no sign of him.

You find yourself outside a dark and foreboding mansion, starkly illuminated by the vivid flashes of lightning. Probably your brother sought shelter inside, and so, pushing the creaking door open you step inside. As you look around the

comfortably furnished lounge, you jump, as the door slams closed behind you — trapping you inside.

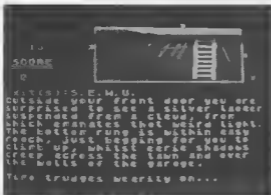
All is still and deserted within, yet you feel you're being watched. A nightmare search for your missing brother is about to begin in this haunted house.

You are soon startled by the sudden appearance of a ghost in the hall. Do you have the power to exorcise it — or is



▲ If that's an 'Intelligent' picture, I'd

# Ad-fighter



▲ Surprised Ruddy shocked, more like!

their professor, get together with him. To help him to find the key to prevent the war, thus saving mankind from the dreadful future Robin describes. In following his exploration, his friends are aided by Rabin's somewhat unusual ability to project images of what he sees in the other world, through his eyes.

I found the book lacking in the slightest degree of credibility, written in a superficial style, describing morbid and

depressing events with a level of detail which the author seemed to relish.

The adventure game was written by Fergus McNeill, using an entirely new system developed for Abstract Concepts, by Tim Gilberts (of Quill fame) and his team. All versions have graphics, and the pictures change through a series of 'vertical shufflers', giving a very smooth effect. The graphics themselves vary between versions. I played the Atari ST version, and found most of the pictures

dismal but effective. But then the whole mood of the game is dismal.

Multiple complex commands are possible, such as GET THE NEWSPAPER AND READ IT. PUT THE NEWSPAPER INTO THE BOX. There is an OOPS command (retrains your last move) available on the bigger memory machines. Disk and ram save, text only, verbose/brief, sound on/off, and a printer option, are available from a set of icons, depending which computer you are using. Previous command editing is also supported on all versions. Although sentences entered may be complex, many simple ones are not supported, and give a poor message in response. Whilst it is possible to get information by EXAMINE some objects, quite often EXAMINE (object) replies 'I don't know'. Robin could not examine that. What? Even

▼ Didn't anyone ever tell you it's rude to stare?

If he found nothing, surely he could examine it! At one time, Robin wanted to cover his face with some rag.

COVER was not successful, so he tried to PUT RAG OVER FACE, and managed to drop it. When he decided he had been harassed enough by a tall guard, he tried to HIT GUARD WITH WRENCH. Nope - he couldn't do that. But he did manage to hit him with the command KILL GUARD WITH WRENCH. Strange, that you must set out with the intention to kill, rather than to disable, to get someone off your back. But that does seem to be consistent with the general brutal approach throughout the game.

- VOCABULARY
- ATMOSPHERE
- PERSONAL
- VALUE

7  
5  
0  
5



...e, I'd hate to see a stupid one

not. It will surely be the death of you! A search of the dining room, kitchen, servants' quarters, study, and games room, all fail. Upstairs the bedrooms, bathrooms, and closet, are equally deserted. But to what evil purpose is the attic pur? A false move here, and you could be one of its victims!

Three strange buildings stand in the grounds, but to enter them, your search of the house will probably have to be more thorough. When its secrets start unfolding, you'll find battles of potions, vials of strange coloured liquids, secret cabinets, hidden keys, sliding panels, and more ghosts, that go to pack this adventure with spine-chilling surprises.

Uninvited is from the same team that produced *Deja Vu* and *Shadowgate*, and the game takes the same format.

A detailed 'intelligent' picture of the current room sits in the middle of the screen (unless you move it), and operation is almost solely by mouse-driven icons. I describe the picture as intelligent, because each object depicted, however minute, is an icon, sensitive to commands when the arrow is positioned on it and the mouse button clicked.

As well as occasional special graphics effects on and on, the sound effects are plentiful and add a lot to the atmosphere of the game. In between the incessant rolling of thunder, I'm operating the old wind-up gramophone in the games room for a spot of digitised musical Groovy - literally!

My only criticism of *Uninvited* is that moving around between distant locations becomes a little tedious - the delay whilst

each room picture is read in from disk (actually, two rooms seem to be resident in memory much of the time) slows down progress. A useful enhancement to this already advanced system would be to provide a form of GO TO command - perhaps through opening up a window with a schematic map.

Overall, though, this is an excellent haunted house thriller with plenty of puzzles and surprises, a user-friendly mode of operation and some very detailed graphics.

- VOCABULARY N/A
- ATMOSPHERE 10
- PERSONAL 10
- VALUE 9

# Helpline

he hasn't got a problem with Football Frenzy?

**Peter Nuttall** can't find the car, can't get the players to start a match, can't clean the kit, and doesn't know how to deal with the ticket touts. Paul Hardy, a veteran FF problem poser, is still coming back for more. "What should one do (or give) to the Record Engineer? Can the police sergeant be of any help?" And Paul, too, is worried about that ticket tout.

As if *Football Frenzy* wasn't bad enough, summer is now here and we've been blessed with *Cricket Crazy*! Still game, despite his football problems, Peter Nuttall can't get rid of the hijacker. "And is the pen no use, as the game crashes every time I examine it?" he asks. Sounds like a dodgy game it ever there was one — perhaps it was no accident that I failed to receive a review copy! Has anyone else had this problem, and if so, on what machine?

Who can stop **Mark Wilkins** getting his head smashed in? He is playing *Police Quest*, and after booking the amazing Helen, was sent to Carol's Cafe. But he can't get the bikers to move their bikes — can you?

**Mark Barnes** writes from Queensland, to say I deserve a raise! Hear hear! (Haven't I been telling you that for months, Eugene?) "Whatever they're paying you can't be enough for the quality of work you turn out for the mag," he continues.

Now you're making me blush, Mark — but not enough to stop me showing the Ed. your letter! And for the following story about a headache, Mark wins this month's award of a year's free subscription to *Adventurer's Club Ltd*



▲ Looks like a hold-up in *Police Quest*.

Here it is:  
"I just had a visit from my friend John. It went something like this: — John (clutching his head): "What's good for a headache, Mark?" Me: "Seabase Delta?" John: "Zil!" Me: "Well, that's how I got mine!" John: "No, how do I get rid of one?" Me: "John (going tunny colour in face): "Noli! A bloody headache, you moron!!!" Me: "Oh, that's easy. Ask Keith at C+VG." John makes an awful scene, jumping up and down, screaming about computer troubles + 1001 suitable tortures for adventure addicts. Me: "Well, that's how I got rid of mine!" Door: "SLAM!!!"

Advice wanted by would-be murderers! Assassin: Andrew Bethell, Victim: Wizard. Scene of Crime: Kings Quest III. Assassin: Leslie Brady, Victim: The Wolves. Scene of Crime: *Frankenstein Part 2*.

I t you're playing *Jack The Ripper*, the chances are you'll meet up with a lot of C+VG readers when you go to the room with the rolltop desk, and pictures with eyes behind them. There's



▲ In the dock — Can Helpline help you out?

more people trapped in there than you can get students into a phone box! Will the first person out, let me know how they did it — PLEASE?

And finally, a rare mention for one of our unwanted South African readers "As you can probably see by the address and stamps, I live in South Africa. Please don't have any negative attitude towards this letter, because of that," writes **John Neynes**, of PO Box 197, Minzenberg 7960, South Africa. But I have, John. It is my normal practice to screw up letters from South Africa, and chuck them in the bin, where the reviled policies of their undemocratically elected government also belong.

John continues: "I have been purchasing your magazine since January 1987." That is not in your favour, either, John,

because EMAP does its level best to prevent their magazines from reaching your country. Until your attitudes change, you don't have the moral right to the products of any civilised country.

"Could you please, please, spare a few lines, to produce the answer (to my problems) in your section? (You don't have to say where I come from.)" But I'm sure other readers will want to know, and that last sentence is precisely why I am breaking my normal rule. It shows that you are so ashamed of being South African, you would prefer the fact not to be mentioned. As it seems there is some hope for you, you'll find the *Rebel Planet* clue you need in the clues section.

## Clues

Help this month comes from: **Tarke Fahmy, Giza, Egypt; Peter Nuttall, Belfast; and Andrew Bethell, Walsall.**

ooey holding the spell you with meat. Make sure you grab the lions behind the

Crack the whip twice, and dim to use it.

NOTE — Buck Police is too back to the same place.

The word will transport you word. From then on, spying

place and read the spell to use it back to a safe

needs a high intelligence. To use the Recall spell

REYOND ZORK — with it.

word, and fill the word the soft with the magic

to pass the word, activate KENTILLA:

to find the medical key. Make the camp colabrick.

SANSEN: Give the great fender the bowl of work fruit.

MANIAC MANSION: wristmarch.

the Africa from your To leave the ship, control

REBEL PLANET:

# The Fiend

The Forringdon Fiend has returned. No one knows where he has been or what he has seen – but one thing is for sure, he's back. Loud and proud and sounding off about role playing/adventure demarkation lines. But it's not all rant. Our opinionated mystery man also has a dozen copies of Dungeonmaster up for grabs.

Those of you not too overcome by raging apathy, may have noticed a most significant event recently. Yes, The Fiend has returned! But where have I been and what have I been doing? The whole awful truth may never be known, but part of the time has been spent completing Dungeon Master.

Funnily enough, The Fiend left quite at home in the depths, and the deeper I got, the more pleasant became the surroundings, and the more attractive the citizens. All of which begs the issue, for it is controversy time! Oh joy! For it was decided by a magazine editor not one million miles removed from C+VG, that Dungeon Master was NOT an adventure, but a role playing game. Therefore, the review copy went to the leather freak instead of KC. All of this The Fiend to

thinking. When is an adventure not an adventure? Is a role playing game, strategy or adventure?

To answer the last question first, the answer depends upon the game. In the case of DM it is undoubtedly an adventure, full of puzzles and problems. All right, there is no text input, but there have been too many adventures before, I quote Déjà Vu as a good example. And yes, I admit that there is monster bashing (and jolly good fun it is too!) but so has Beyond Zork.

And what of the role playing aspect? Well, aren't ALL adventures role playing? Isn't the mark of a good adventure that the player gets into the role of the hero, into the mind of the programmer? And who sets the boundaries anyway? There is no clear out demarkation line between good adventure



and role playing games – the boundary is fuzzy and obscure. The one thing that separates the superior adventure player from the mindless alien-basher is his ability and willingness to use his brain, to exercise his intellect. And THAT is how The Fiend classifies games. Adventures to me, are any that make me think, and I have

discovered one or two arcade games over the years that fall into this category!

Besides, any game that has an imprisoned princess with a removable chastity belt has to be something of an adventure. Where she is, and how, and with what, I will not tell!

## Fiendish Compo!



▲ Dungeon Master: The game that put role playing on the map – and launched a debate – when it was an adventure RPG and vice versa.

In the history of gaming 1986 may well go down as the year role playing games came of age.

Everyone is talking about them. You have read about them in Fox, John Minson devotes all of this month's Out To Lunch to discuss them, US Gold are going to spend a fortune persuading you to buy them, and even the Forringdon Fiend is wants to get in on the action.

If you have never played a role playing game then perhaps it is time you started to consider it.

C+VG and The Fiend are offering you a unique chance to get into this absorbing type of game play.

We have ten copies of Dungeonmaster – perhaps the best role playing game launched yet to give away. Five for the ST and five for the Commodore 64. The 64 version is not quite ready but as soon as it is – five copies are earmarked for C+VG readers.

All we want you to do is answer some simple questions about role playing, cut out the coupon below, and send off before August 16, to C+VG, Fiend Compo, 30-32 Forringdon Lane, London, EC1R 3AU.

(1) AD&O stands for (a) A Demon and Onosaur, (b) Advanced Dungeons and Dragons, (c) Alternative Demons and Dragons.

(1) The excellent Dungeonmaster game is produced by FTL. What do these letters stand for.  
(3) What is an RPG?

Answers

Name \_\_\_\_\_

Address \_\_\_\_\_

# Wiz Biz



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A Great plot, great graphics and a great price!

- **SUPPLIER: ALTERNATIVE SOFTWARE.**
- **MACHINE: C64.**
- **PRICE: CASSETTE - £1.99.**
- **REVIEWER: KEITH.**

You have been incarcerated in a dungeon by Mike, a colleague who was present at last night's do or local wizards - a booze-up at the Duck and Plunger. As usual you showed off - this time by turning someone into a pink and black spotted salamander. Too bad you picked on Mike, who doesn't have a huge sense of humour.

Your magic powers are now at a low ebb, and you have a feeling if your magic you're going to need it you hope to escape this

hell-hole. If only you could summon your familiar... But that's out of the question - you seem to have forgotten his name.

Eventually, of course, you will manage to escape the cavern that imprisons you, and will find yourself in the labyrinth of caves under Mike's castle, where the game proper really begins.

GACKed? Yes, I think so, and with fairly ordinary but acceptable graphics, some humorous replies, and reasonable problems. I liked it - especially its price.

- **VOCABULARY** 7
- **ATMOSPHERE** 7
- **PERSONAL** 8
- **VALUE** 9

## Quest for the Golden Eggcup

- **SUPPLIER: MASTERTRONIC/SMART EGG.**
- **MACHINES: SPECTRUM, COMMODORE 64/128, AMSTRAD CPC.**
- **PRICE: £1.99.**
- **REVIEWER: KEITH.**

Written by Harvey Loder and Nigel Brooks, *Quest for the Golden Eggcup* is a zany romp, in which you are given your quest by the highest authority - God!

He appears before you ("Hello, I'm God," he says) and commands you to retrieve his stolen golden eggcup, or be turned into

an egg and eaten for breakfast. "Probably poached," he adds.

After all, I imagine a soft-boiled egg is none too easy to tackle without an eggcup - even if you are omnipotent. Mind you, not that God is over-chuffed with his omnipotence - throughout the game he is prone to turn up and whine about it not being all it is cracked up to be.

This adventure has superb graphics, full of detail and colour.

Remember the Instant graphics on UK conversions of Scott Adams adventures, generally reckoned to be among the best on cassette at the time? These are better, certainly on the Spectrum version which I played.

They display Instantaneously - there is none of that blinking flicker, from which Adventure International/Adventure Soft games used to suffer. They are the work of ex-Ram Jam graphic artist Simon Dunston, who

Smart Egg enlisted for this, and future, projects.

From Smart Egg, the people who brought you *Rigel's Revenge*, comes this professionally produced, totally irrelevant and comic adventure, that doesn't offend, at a wonderful price!

- **VOCABULARY** 7
- **ATMOSPHERE** 8
- **PERSONAL** 8
- **VALUE** 10

## Cloud 99

- **SUPPLIER: MARLIN GAMES.**
- **MACHINES: SPECTRUM 48K; SPECTRUM 128K.**
- **PRICE: £2.95.**
- **AVAILABLE: MAIL ORDER ONLY FROM: MARLIN GAMES, 19 BRIAR CLOSE, HAILSEA, BRISTOL BS19 1QC.**
- **REVIEWER: KEITH.**

Did you realise that the weather is all controlled from Cloud 99, where, currently, Jack Frost has gone berserk, and messed

it all up? After a strange dream, you awake in bed, to find your bedroom bathed in a bright light, and a voice calling your name.

After gathering up anything useful you find lying around the house (well, adventures always do, don't they?) you pop outside to see what an earth is going on. There, hanging above your

garden, is a bright white cloud, with a ladder suspended from it. You hop on the bottom rung, and climb up.

Soon you arrive outside the gates of Cloud City and once inside, your task is to put things right. The weather is controlled in a series of specialist rooms, like the Hall of Mist, Sun Square, and Snow Hall. But all is not well, and alas, the hammers and drums in Thunder Hall lie quiet.

This is a light-hearted adventure that is not too deep, not too difficult, and is fun to play. Paved, the game supports speech to characters as well as full sentence input, plus a

RAMSAVE option. The two separate versions (48k and 128k) come on the same tape. The 48k version is text only, but the 128k has some attractive graphics, more detailed descriptions, and more objects hidden, rather than just lying around.

A recommendable budget adventure, that is a lot better than many commercial adventures available for the same price.

- **VOCABULARY** 7
- **ATMOSPHERE** 7
- **PERSONAL** 7
- **VALUE** 8

# THE



**Imagine**  
The name  
the game

EVER FORGOTTEN LIKE NILES ON THE EARTH TOWN AND BUILT IN WHAT SEEMED THE FINAL HOUR OF CIVILIZATION, THE WINDGATOR  
TO ENFORCE THE LAWS OF JUSTICE AND REVENGE, NOW ONE MAN MUST FACE THE ENEMY HE IS THE WINDGATOR  
ACROSS A TORTURED LANDSCAPE AGAINST INCREDIBLE ODDS HE MUST BATTLE THROUGH TO THE BURNING STRONGHOLD DOWN INTO MAZE  
LIKE CORRIDORS FILLED WITH MUTATED GUARDIANS UNTIL HE REACHES THE INNER SANCTUARY OF THE DARK OVERLORD TO STRIKE THE  
FINAL BLOW OF RETRIBUTION  
BECOME THE WINDGATOR IN THIS MULTI-SECTIONED GAME OF SURVIVAL AS STATE-OF-THE-ART GRAPHICS LEAD YOU ON  
THE ADVENTURE OF A LIFETIME

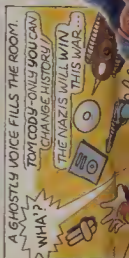
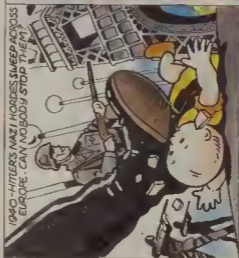
ALSO AVAILABLE ON  
DISK  
SPECTRUM **£7.95** AMSTRAD **£8.95**  
COMMODORE

# CINEMAWARE

AND PRESENT  
THE ORIGIN OF



# ROCKET RANGER





CODY EAGERLY READS...

OUTSIDE  
THIS HAD  
BETTER WORK!

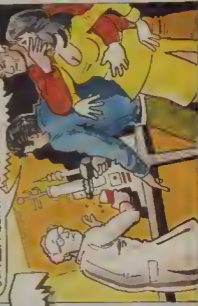
IT DOES!

JUST  
CALL  
ME...

WHEE-OOO!

**ROCKET  
RANGER!**

BUT AT THE HOME OF PROFESSOR BARNSTORFF  
ACCOMPANY US TO... OR YOUR  
OUR ZEPPELIN... DAUGHTER DIES!



CAN ROCKET RANGER  
RESCUE THE PRINCE?  
WHAT IS THE TEMPLE  
IN THE JUNGLE?  
AND WHO ARE THE ZOMBIE  
WOMEN ON THE MOON?  
ONLY YOU CAN FIND  
OUT WITH  
ROCKET RANGER!  
FROM...



FIRST WITH THE REVIEWS

## CAPCOM U.S.A., Inc. 570

# THE SENTINEL

► MACHINES: BBC B, C64, C65, C66, C67, SPECTRUM, AMSTRAD, ATARI ST, AMIGA.  
 ► SUPPLIER: RIKEMIKU.  
 ► PRICE: £49.95.  
 ► VERSION TESTED: AMIGA.  
 ► REVIEWER: CHRIS JENKINS.

Love it or hate it, you can't ignore *The Sentinel*. Now that the Amiga version has been released, practically everyone has the opportunity to try one of the weirdest games ever written.

The Amiga version is a bit of a disappointment, in that it doesn't make any significant use of the micro's superior graphics and sound abilities. Turn the sound off and you could well be playing the BBC version.

That's not to say that the graphics are poor. Indeed, they're quite unlike anything you'll have seen in any other game.

Created using fractal techniques, the endless 3-D landscapes of *The Sentinel* consist of slopes, planes, and strange objects. Using the keyboard or mouse, you can change your viewpoint freely, scrolling the landscape to reveal ever new vistas of strange complexity.

Your aim is to defeat the hooded Sentinel of each level by converting objects into pure energy, and using it to transfer yourself to higher levels. To do this you must create new bodies for your Synthoid robot, and move into them.

You are first shown an overview of the landscape, showing the Sentinel, its Sentry henchmen, and the details of the topography. You can access an aerial view of the landscape at any time by aiming your viewpoint into the sky and pressing HELP. Around the landscape are dotted crystalline trees. These are your raw energy building blocks. Using the cursor, centre on a tree and press A to absorb it. You'll see it disintegrate and your energy readout at the top of the screen will increase. As you absorb energy, the Sentinel will become aware of you, turn to face you and start to absorb your energy. This means that you have to keep moving to survive.

As you progress you will come across other

enemies including Meemes, which project you at random through hyperspace unless you absorb them first. Losing your vantage point is bad enough, but unless you have enough energy, a jump will kill you.

You might find the strategy and last thinking involved in *The Sentinel* fascinating, or you might



▲ One of the weirdest games ever written.

find it stunningly boring, but the fact is that you will probably never finish it. There are 10,000 levels to complete, each with an 8-digit access code which is revealed when you complete the previous level. Make sure you see *The Sentinel*, but before you buy, ask whether the thrill is likely to last for 10,000 levels.

► GRAPHICS	8
► SOUND	5
► VALUE	7
► PLAYABILITY	7
► OVERALL	7

## UPDATE...

This conversion of *The Sentinel* has been slow coming. It was released on 8-bit machines quite some time ago and was just as weird then.

▲ Endless 3-D landscapes created using fractal techniques.

## THE FURY

► **MACHINE:**  
SPECTRUM/COMMODORE/  
AMSTRAD.

► **SUPPLIER:** MARTECH.  
► **PRICE:** SPEC £8.99/C64,  
AMS £9.99.

► **VERSION TESTED:**  
SPECTRUM.

► **REVIEWER:** MATT BIELBY.

"Fasten your Saver Being  
Harness for the Space Age  
Demolition Derby," says  
the blurb for Martech's  
latest release, *The Fury*.

In an attempt to thwart  
your right-to-left progress  
over the track, enemy cars  
appear and try to bump  
you off the road or

continually drive directly  
in front of you to stop you  
from getting up to a  
halfway decent speed.

There are three types of  
race in all: Speed Trial (go  
as fast as you can), Killing  
Race (go as fast as you can  
and shoot a few cars while  
you're at it) and Tag Race,  
where one car is randomly  
selected as 'it', and has to  
touch another car in order  
to rid itself of the tag.

The killing race is by far  
the most dangerous of the  
three, as although you can  
buy rockets and flame  
throwers to destroy the  
other cars with, your  
opponents are constantly  
trying to blow YOU away.  
To make matters worse,  
from time to time the  
screen will turn red and a  
forgetting cross-hair will  
appear on the screen, and  
if you're not quick enough  
to avoid it, it'll lock onto  
you and BOOM! It's all over  
for you, matey.

The weapons available  
to you come in all shapes  
and sizes, and generally  
the deadlier they are, the  
more cash you have to fork  
out for them. The flame  
throwers come in two sizes,  
one with a range of 8  
metres and another with a  
range of 20, and although  
they're ideal for torching  
the other cars out of the  
race, they eat up your car's

▼ Cars look graphically anaemic

petrol like there's no  
tomorrow. Railguns are the  
standard form of weaponry  
and come already fitted to  
your car, but ammunition  
needs to be bought in  
order for them to function.

Although this all may  
sound jolly exciting in  
theory, it is in fact very dull  
in practice. I was very  
unimpressed with the  
graphics of the cars. They  
are small and poorly  
defined, and the  
amateurish scrolling fails  
to give any real impression  
of speed.

Last, but certainly not  
least are the Semi-guided  
missiles which although  
they cost positively  
loads of money, are pretty  
devising it used

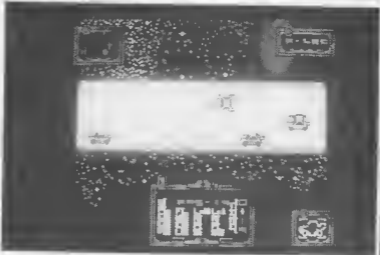
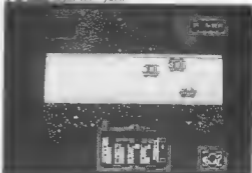
▼ Go as fast as you can - yawn

correctly, and can wipe  
out a whole group of  
opponent's cars with one  
shot.

► GRAPHICS	3
► SOUND	3
► VALUE	3
► PLAYABILITY	4
► OVERALL	3

### UPDATE...

Spectrum and Amstrad  
versions on sale now, with  
C64 cassette and disk  
versions on sale in July.  
No 16-bit conversions are  
planned.



# BIONIC COMMANDOS

► **MACHINES:**  
SPECTRUM/CBM  
64/AMSTRAD/ATARI  
ST/AMIGA/IBM PC  
► **SUPPLIER:** US GOLD/OO1  
► **PRICE:** £8.99 SPEC £9.99  
£24.99 AMIGA  
► **VERSIONS TESTED:**  
COMMODORE/SPECTRUM.  
► **REVIEWER:** JULIAN  
RIONALL

*Bionic Commando* made a brief appearance in the arcades towards the end of last year before sinking without trace — a shame really; it's a neat little game.

Still, that hasn't stopped US Gold from converting it to just about every home micro available.

Chances are that you haven't seen the arcade game — it appeared in very few provincial arcades — so here's a quick précis of the scenario. The player takes control of said Bionic Commando and attempts a solo infiltration of a five-level enemy fortress. Each multi-directionally scurrying level consists of platforms and obstacles which the commando negotiates. The objective is to reach the top right of the landscape, whereupon a points bonus is awarded, and the next level loaded from tape.

The mission starts in a forest, and the commando climbs through the foliage using his bionic arm, an extendable metal limb which is shot at objects above the commando and then retracted to lift him upwards. Shuttling the arm diagonally and then retracting it slightly causes the commando to swing Tarzan-style. Ideal for crossing chasms or moving from one tree to another.

As the mission progresses, things get decidedly harder. Level two has the commando climbing up the walls of the fortress, ducking out of the way of cannonballs,

deadly electronic landmines and heavy boxes thrown down by soldiers in the battlements. On level three the hero commando enters the fortress and negotiates the hazard-filled sewage system inhabited by giant robots and soldiers in large mechanical fighting machines.

Although Bionic Commando is essentially a platform game, it has enough neat touches to make it worthwhile. The extending arm is a brilliant idea which has been beautifully implemented; it really FEELS good, and swinging across gaps in the landscape is great fun. The action is frenetic throughout, with all manner of hazards to keep you on your toes. The graphics aren't outstanding; on both the Spectrum and Commodore the sprites are a little on the small size, but colour is used well, giving both games a generally pleasing look.

One thing that mustn't go unmentioned about the 64

version is its amazing soundtracks. Each level has its own fabulous piece of music, varying from a whacky 70s-style pop theme tune to a psych edelia mood piece. I thoroughly enjoyed Bionic Commando; is a tough, yet highly enjoyable arcade conversion and is well worth buying.

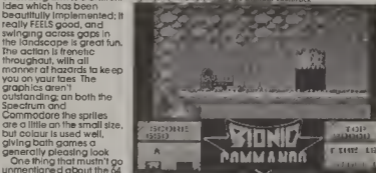
Every tune is outstanding, and surely must rank amongst the best tunes yet written for the Commodore.

▼ Turn to the volume for the brilliant soundtrack

	SPEC	C64
GRAPHICS	7	8
SOUND	5	9
PLAYABILITY	9	9
VALUE	7	8
OVERALL	8	9

## UPDATE...

Both the Atari ST and Amiga versions are virtually indistinguishable from the arcade version. The Amstrad version is also looking promising.



Platform game, but with some nice touches



# FRAME UP

Frame Up is being a little devious this month – but there is a good reason. One of the computer graphics masterpieces on this spread is not a reader's effort. It is a professionally produced image for the Commodore Amiga. If you can spot it you win a free game of your choice. Anyone can enter this competition – whether you are a micro artist or not. Just goes to show doesn't it – how good our readers' art is becoming. Keep sending them in – there is a super prize every month.



▲ Excellent remade Commodore Amiga



▲ Thanks to 3D with of Etravagant



▲ The ghostly Evil Dead C+VG monster



▲ Thanks to 3D with of Etravagant



▲ Pyramids and balls





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# TERRORFODS



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Where were you in '62? In Baltimore they were addicted to dances like The Bug, The Corney Collins Show – and enough

**Hairspray** (PG) to punch a hole through the ozone layer!

Appearing on Louie's TV music show is every teen's ambition and when Pacy Turnbull wins her place in the audience it enrages buxty beauty, Amber Von Tussle. Meanwhile Tracy's best friend Penny Pingleton is dating Seaweed, a black kid, and runs into the harsh realities of racism when he's banned from the show!

The era of beehive hairdos and beatniks has been lovingly recreated by John Waters – the cult film maker responsible for outrages such as *Polster*, with its scratch and sniff card which let the audience share delights like dirty sneakers and worse.

Now he's turned down the tastefulness to produce the funniest, sunniest film of the summer. But it's still got its – err – eccentricities. *Hairspray*-ing heroine Ricki Lake makes most teenage stars look positively anorexic while her mother is played by the equally overweight female impersonator Divine!

But it all serves to keep *Hairspray* spaced out in its own daffy dimension. It's a musical filled with fantastic sixties tunes! It's a message movie with two messages – black and big are both beautiful! It's weird and wonderful with a host of special guests, including Debbie Harry and Pia Zadora – the happiest, wackiest movie this year. Start spraying that hair!

If only the dance contest in *Salsa – The Motion Picture* (PG) was so much fun. But this *Dirty Dancing* imitator takes its tale of feuding youngsters and dance hall histrionics all too seriously – and trips over its shoelaces before it hits the floor!

Set in a Spanish quarter of Los Angeles, working-class life centres on La Luna – a salsa dance club. Rico is determined to win the annual contest but tension rises when the former 'Queen of Salsa' Luna, tries to replace his girlfriend and partner, Vicki, and teach him some lessons – not all of which have to do with

# BIG Screen

If music be the food of love... movie man  
Ward R. Street will need a diet after this month's melodious feast!



▲ Divine stars in his last movie – *Hairspray* dancing!

Rico's friend Ken is dating his sister Rita, leading to muchos teen anguish and even more Latin American music. There are enough clichés to keep fans of bad

▲ *The Monster Squad*



▲ The ever elegant Walter Matthau lives it up in *Couch Trip*

movies on their toes but everyone else will want to sit this one out.

Meanwhile the Transylvanian ballroom team of Dracula, Frankenstein, the Wolfman, Gill-Man and the Mummy have all turned up in small-town USA. Who ya gonna call? **The Monster Squad** (15) – that's who!

These teenage fear fans discover a book by one A Van Helsing – a dead giveaway that the undead are about to turn up on their doorsteps. Suddenly their favourite film frighteners are flesh and blood – or in the case of the Mummy, bandages and dust. The problem is, nobody will believe them.

So Sean, Patrick, Rudy and 'Fat Kid' – this really is the month for overweight heroes – set out to do the monsters before they do for the town. It's one hilarious thrill after another as they discover new ways to dispose of an ancient Egyptian and why

werewolves wear trousers! They even persuade one classic creature to join them.

This isn't the first time the teenagers and monsters plot has been used but it's one of the best – a delightfully daffy roller coaster ride which packs more invention into its 83 minutes than most movies manage in two hours. It looks great, is well acted and keeps you on the edge of your seat. You'd be mad not to like it.

While we're talking about madness – strap on your strait jacket for **The Couch Trip** (15), in which a convict escapes from the mental institution where he's enjoying a relaxed regime, and poses as a psychiatrist who hosts a popular radio show.

As the cast includes Dan Aykroyd and Walter Matthau you might expect great things of this farce. But obviously something went wacko somewhere along the line. Aykroyd is fun as the con, gathering his radio audience on buses and taking them down to a baseball game for some group therapy, and Charles Grodin provides sterling support as the real doctor, recovering from a nervous breakdown in London. But there's too little sanity in this tale of madmen. It really is one trip you might want to forego.

There's a similar lack of

continued ▶

# BIG Screen

sense about **Deadly Pursuit** (15), a thriller which goes way over the top - 7,500 feet over the Canadian border, to be exact - as it tells of an FBI man and his mountain guide in pursuit of a psychotic killer. The catch is that the murderer is holding the guide's girlfriend hostage!

It's a promising idea and begins well as the unseen psycho escapes from a house where he's holding the occupants hostage - even though he's surrounded by police. But by the time scowling Tom Berenger has dragged Sidney Porter, back in action after many years at the Fed, up the mountain, it's climbed the giddy melodramatic heights of *True Life Macho Adventures*.

Nobody would call Woody Allen 'macho' but every so often he feels the need to flex his dramatic muscles. Unluckily **September** (PG) finds him in serious mood once more and despite a packed cast, including Denholm Elliott and Mia Farrow, it's as enjoyable as a rainy autumn day.

A family gathers in their rural house to bitch, fight, burst into tears about men-friends and the like, against a background of memories as they prepare to sell the place. When Allen gets serious he seems to lose his self-critical facilities. With its mannered dialogue it may all work better on stage.

In such a crowded month we can't mention everything, but a special word for **Vice Versa** (PG), the tale of a father and boy who magically swap identities. It doesn't open till 29th July, so I'll review it at greater length next month. Just room to tell you that it's an hilarious comedy thriller so go see it.

Back to the dancing with **School Daze** (PG), though it's not actually a musical. Then again, it's not quite anything. There's some *Animal House* comedy, there's romance and there's a message about intolerance and integrity.

But what makes these university hi-jinks really different is that Misson College is for blacks. Spike Lee, who brought us the highly acclaimed, bargain basement *She's Gotta Have It*, has thrown in a bit of everything for his first big



▲ Woody Allen's *September* budget movie. It's messy - and at two hours it's twenty minutes too long. But it's also bright and breezy and heartfelt.

At Misson the students divide into the students. The hard core blacks are politically aware while the



▲ Michael J. Fox tries once more to escape his squeaky clean image.



▲ The Pet Shop Boys acting! It couldn't happen here.



▲ School Daze

Gamma Phi Gamma fraternity seem more interested in imitating the ways of white students. It focuses on the hilarious rituals of the Radicals, and the rivalry of radical Dap and cool dude Julian and his girlfriends - rivalry which is likely to turn into a dance number at the drop of a challenge!

Don't be put off by its heavy-sounding theme or its lack of discipline though. For the most part **School Daze** bubbles along like they really are the best days of your life and it's a true original. The report reads: 'Bags of enthusiasm. Will do even better in future.'

Better school than *The Pet Shop Boys* in their first film, *It Couldn't Happen Here* (15). It Shouldn't Happen Here is a fairer title for this mash-mash of supposedly meaningful and heartfelt images - rather like their songs you may say.

What? You don't say! Then you're probably a *Pet Shop Boys* fan so ignore all my grumbles about this trip through a Britain stacked with second-hand surrealism in the hope of convincing us that Chris and Neil are really deep and sensitive. For the rest of us, this is what we always feared - a ninety minute promo film!

At least **Prince** concentrates on doing what he does best - which is performing on stage. **Prince - Sign 'O' the Times** (15) is a brilliantly well made documentary of his show. Now I'm not a fan of the Purple Poser, but the sight of Sheila E pounding the drum kit is one even I won't forget in a hurry.

**Salome's Last Dance** (18) isn't another *Dirty Dancing* imitator but a version of Oscar Wilde's scandalous play, set in a brothel, with the tart taking the parts and Wilde and male friend in attendance. Only one director could be responsible - the equally scandalous Ken Russell.

It tells the story of the princess Salome, who demanded the head of John the Baptist on a plate, presumably because she's tired of Big Macs. Russell's idea of outrageous decadence is to have everyone's nipples painted gold or silver, which is neither wild nor Wilde! He should take a few lessons from John Waters.

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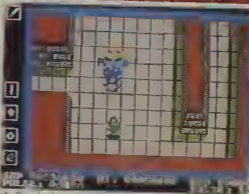
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- MACHINES: SPECTRUM, CBM 64, ATARI ST.
- SUPPLIER: US GOLD.
- PRICE: SPECT/64, \$9.99 ST, \$19.99.
- VERSION TESTED: ATARI ST.
- REVIEWER: CHRIS JENKINS.

The eagerness with which each new *Gauntlet* clone is greeted never ceases to amaze me. After all, the original is still the best, and if you endlessly blasting hundreds of boring sprites on countless similar levels, you might as well stick with the devil you know.

Mind you, *Shackled* has a lot going for it. Apart from the Commodore 64



▲ *Gauntlet* done with a little more variation

enough variation between levels, though I admit I haven't completed all 112.

Fast moving and imaginative, then, but not perhaps original enough to sustain your interest in the long term.

The Amstrad CPC version is almost (but not quite) as poor as the Commodore 64. The characters are

# SHACKLED

version, where both the graphics and sound effects are truly dreadful. It looks good, and there's a little more variation to the gameplay than you'd find in *Gauntlet* itself.

The plot is pretty straightforward. Your comrades-in-arms have been captured by the forces of evil, and chained up in cells situated in a labyrinthine castle. Your task is to save them, fighting off the enemy monsters as you go.

The scenery is seen from a top-down perspective, pretty similar to that of *Gauntlet*, but rather than a lot of open space there are large areas full of narrow corridors. As you find cell doors, you open them with magic keys (conveniently left lying around as usual) and enter the cell to rescue your chum.

Each friend comes a special weapon which can be used against the baddies, which include knife-throwing ninjas, giant ogres, energy draining blobs and archers.

Your extra weapons include knives, arrows, balls of fire, shields and speed-ups.

You'll need the

speed-ups, because lovely-wovely though your friends are, they don't halt slow you down as you try to make for the exits. If you reach the final door on each level, you get through to the next and earn bonus points according to the number of people you've saved and the number of enemies snuffed.

Although there's no strategy as such involved in *Shackled*, there's a certain style of play which you have to adopt if you

want to survive. Move fast, hit hard, don't get tripped in corners and watch yourself as you traverse narrow corridors. Because the scenery scrolls in four directions, it's easy to run into a squadron of archers hidden, say, all the top of the screen.

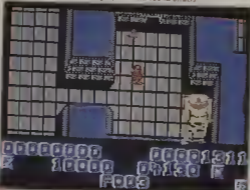
While the characters and effects (such as jets of flame) on the ST version are very artistically designed, the background is a bit of a disappointment, featuring large lumps of unvaried colour. There also isn't

much variation between levels, though I admit I haven't completed all 112. Fast moving and imaginative, then, but not perhaps original enough to sustain your interest in the long term.

The Amstrad CPC version is almost (but not quite) as poor as the Commodore 64. The characters are

► GRAPHICS	7
► SOUND	7
► VALUE	6
► PLAYABILITY	7
► OVERALL	7

▼ *Shackled* loses out on graphics and sound effects



## UPDATE...

Although *Shackled* is a conversion of a Data East coin-op, the machine doesn't seem to have been widely distributed in this country. Basically the 16-bit versions seem to have come out quite well, while the 8-bit games are disappointing with the surprising exception of the Spectrum.

You can expect to see versions for Spectrum Plus, Three disk and MSX in the next couple of months. A more sophisticated Amiga version is also in the works.

# JUST THINK



What if you could buy all these hit games in a special pack for the price of one...  
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# Reviews

# TRACKS MANAGER

► MACHINES: CRM 64/SPECTRUM.  
► SUPPLIER: GOLIATH GAMES.  
► PRICE: £9.95.  
► VERSION TESTED: CRM 64.  
► REVIEWER: GENE SIMMONS.

*Goliath* is a name you may not have heard a lot about, but it's a name that will be talked about quite a lot, considering the strength of this, the company's first entry into the software market. It is, and this is no exaggeration, the *best* ever football managerial game, ever. In the history of the world, no messing, straight up, honest. A claim you'd normally only hear from a PR company, but for me to write it, it must be something good.

You are given the task of managing the England squad, or any of 54 other countries, and gently nurse molding them through first the European Cup (Nations Cup) and then the World Cup. As far as I can remember, and that's quite far despite my tender years, there has never been a true managerial game. There's always been a bit of administration and accountancy thrown in, which I have always found



▲ The action is described in Brian More speak.

## NEWSPAPER REPORTS

### DAILY SLAG

SPAIN WELCOME NEW MANAGER

### SPORTING KNIFE

EUGENE LACEY GREETED WITH OPEN ARMS BY SPAIN

to put a dampener on the fun.

In *Tracksuit Manager*, you are only the manager. You know how they're going to play, and above all, win.

Glanolng back over the four managerial duties, some of you might stop and think to yourselves that one and two have been done before, but what's this thing about 'how they're going to play'. As well as tackling an almost untapped field of the genre, namely international football,

*Goliath* have gone for a far more involving and sophisticated approach to the match. With the use of a couple of menus, you can piece together a very complicated strategy very quickly.

Using the Team Tactics menu, you can set formation, playing style (attacking, defensive), length of passes, tackling, style, general defence system (sweeper, offside trap) plus a general guide to how you want the team to play the full match (slow build up, fast build up, fast

▲ The press approve of a mega transfer deal

# SUIT GER

The incredible thing about the matches is the commentary. Whilst playing, you are given a running update on all action on the pitch. Stuff like "Lacey gets the ball, Lacey runs upfield, Williams brings down Lacey" and so on for the length of the match, which incidentally, is variable. Anything from sixteen seconds to 90 minutes, by using the joystick to give all the details about the match, such as the number of goal attempts, fouls, bookings, sending offs and more besides. The same thing happens after any

less than five statistics of Brilliant level.

All of the usual stuff is also contained, such as group tables, fixture lists and the most impressive scout reports I've ever seen. The one thing that really adds pleasure to the game and can decide whether you feel good or not about your 1-0 win over Albania are the newspaper reports. After every match you play, you are given two newspaper headlines from the Daily Slag and the Sporting Knife. 'Cute' little messages like "Simmons goes up" and "Gene leads us to victory" along

with many more can boost or drop your ego.

The whole game is joystick controlled and all options are selected from a little box at the base of the screen. The presentation is very clean and professional, with the screen divided and redivided into various windows and any and all useful information is always on-screen. As I've already stated, *Tracksuit Manager* is the best ever managerial game and a very impressive start for Goliath. If you like football, get it. If you like strategy, get it. If you want one of the best 8-bit games around of the moment, get it.

## TEAM TACTICS

### FORMATION

4-3-3

### ATTACKING STYLE

### ATTACKING GAME

### MARKING SYSTEM

### NORMAL BUILD UPS

### PASSING STYLE

### ZONAL MARKING

### TACKLING STYLE

### LONG PASSING GAME

### DEFENCE SYSTEM

### STANDARD TACKLING

### EXIT

### SHEEPER SYSTEM

- ▶ GRAPHICS: 7
- ▶ SOUND: N/A
- ▶ VALUE: 9
- ▶ PLAYABILITY: 9
- ▶ OVERALL: 9

## Update...

The Spectrum version is identical to the 64 version in playability and layout, with some screens slightly altered with different character sizes and different sized windows.

Even as we speak, plans are being drawn up for 16-bit versions later in the year.

▲ Individual strengths and weaknesses are listed

counter attacks). All this generalisation not involving enough for you? Fine, just switch to the player tactics menu. With this you can tell a player exactly how to play, who to mark, where to play, whether to take free kicks, penalties, throw-ins or corners and lots more.

The matches themselves are a piece of masterful programming. A small diagram of the pitch and a highlighted bond provide all the graphical bits with the purpose only to show where the ball is

other matches, which amazingly only take less than a second to play.

The main aim of the game alongside providing hours of fun, I am told, is accuracy. Over a thousand real players are contained within the program, and statistics are held on all of them; such as passing accuracy, confidence, skill, heading accuracy and tons more, along with their home clubs, caps and goals scored. Needless to say Moradonna is the best player I could find, with no

SQUAD REPORT	
E. LACEY	ATTACKER
PASSING : GOOD	
SHOOTING : EXCELLENT	
TACKLING : EXCELLENT	
HEADING : GOOD	
REACTION : GOOD	
SKILL : USEFUL	
CONFIDENCE : OK	
STAMINA : NOT GOOD	
CAPS : 8	
GOALS : 8	
CLUB : C+UG ROVERS	
EXIT	

▲ Just look at these strength skills

# Play By Mail

## PBM'ers MEET IN SHEFFIELD

Yes, they have confirmed to me that this year there is going to be a SECOND PBM convention! Going under the name of "The Great Northern PBM Convention", it will take place on 15th October at Sheffield Polytechnic, Sheffield, between 10 am and 6 pm.

As I write they are in the process of inviting 20 of the biggest P.B.M. companies in the UK to the convention, as well as a handful of smaller ones. Further details of the actual companies attending will be released in my next column. However, at present I can confirm that they are organising Live Role Playing sessions (Participation and Demonstration), an Open AD + D Competition, Wargames displays and participation, a bring and buy sale, loads of Fantasy Role Playing Games to get involved with, the "Alternative" PBM awards (worst Company etc), quizzes and competitions, a fanzine stall, PBM lectures and seminars, plus Computer game competitions. Also, thanks to the forthcoming changes in the licensing laws, the professionally run bar and cafe will be open all day!!

Sheffield Polytechnic is directly opposite Sheffield BR station. The event is taking place in the Main Hall, plus surrounding lecture theatres, on the Pond site.

The entrance fee is £2.00, but once again I have managed to secure a discount for C + VG readers. Anyone who writes in to me at C + VG with a cheque P/O for £1.50 made payable to the BPMA plus a ssnr will not only make a saving of 25 per cent but will be guaranteed to receive a ticket.

The Sheffield venue has a smaller capacity and there is a realistic possibility of a sell out. Consider yourself warned!!

## PANGEA SHELVED

I know for a fact that one PBM company that won't be turning up to the Sheffield PBM convention will be Anvil

It's me, Wayne. Lots to write about this month, like board games featuring your favourite superheroes, and a couple of Fanzines. No time to waste.

Games, who used to run *Pangen*. I have received a letter from them stating that due to personal reasons they have had to close down their company and cease running the game. The GMs have assured me that all players who have credit in the game will receive their money back in the long run.

up in the game or old players who get wiped out and wish to recommence will be placed on a waiting list for the moment, until a new place is available. To speed up turns, Andy is employing the use of a modern word processor which will also allow him to up date the tokens on a daily basis.



## CRASIWORLD LAUNCHED

Another big chance in the PBM world is that KJC have recently leased off the rights for their first ever game, *Crasiworld's* World to a new company called "Crasiworld", run by Andy Smith. Andy, who was one of KJC's long serving GMs, has asked me to mention that all correspondence should be sent to him c/o: Crasiworld, 4 Crescent Avenue, Cleveleys, Blackpool, FY5 3JE and that at the moment he is limiting the membership of the game to keep the turn around time at a minimum. This means that new players who wish to start

## MIDGARD NEW RULE BOOK OUT

Talking of new rulebooks, Mitre games has just issued version 3.1 of the Midgard rulebook. This takes into account the fact that Mitre has just amalgamated both the US and the UK version of the game and it aims to iron out any inconsistencies that existed between both versions of the game, on different sides of the Atlantic. It looks much better written and the rules are explained with a welcome clarity. Especially like the naval rules revisions in respect of ships and combat. The rule book costs £5.00 and further

turns are £3.00 each. Anyone interested in this thinking person's PBM should make all cheques payable to Mitre and forward them via C + VG.

Standard Games still has a few places left in their C + VG game of *Dark Blades*. You could win a gold plated dragon, which measures over 12 inches in length and breadth, and is valued at over £1,000, as well as many other prizes!! Full reports of the C + VG game will be featured in my next column. If you are interested in taking part in what I consider the best presented PBM game to date, drop me a line with a cheque/PO for £5.00, made payable to Standard Games and I will ensure that you get in the correct game.

## FANZINES

● **PBM SCROLL No 2**  
● (70p) By Philip Rankin  
Contains hints and tips on the Boss level of *It's A Crime*, plus reviews of *Gameplay*, *Altkmora* and *League Soccer*, as well as part one of a PBM directory, giving the full details of certain PBM companies. Although the printing quality varies from issue to issue, it is humorously written.

● **PBM SCROLL No 5**  
● (No price given, but worth about 85p in my estimation) by John Woods

Very well put together issue, with *It's A Crime* and *League Soccer* covered once again, plus a few other sports games, including European football and Aussie rules!! Other games covered include *Spiral Arm* and *Cross*, as well as a couple of amateur games that I have never heard of.

## GOING DUTCH

To close this month's column, a large PBM company, which is based overseas, has asked me to remind foreign players that not all PBMs are written in English. *Fantasia Arena*, a Dutch company co-run by Paul Harman, runs a wide range of PBMs that are written in their native language. If you can read Dutch and are interested please contact: *Fantasia Arena*, Van Bassen Straat 118, 3067 ND, Rotterdam, Holland.

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The interest in FRP is growing on a daily basis out there if the size of my massive mailbag is anything to go by. This month we take a look at the game based on Marvel Comics' super heroes, the latest *Dark Blades Expansion*, plus a round up of all the latest FRP news around the country. By the way, don't forget to keep that mail flooding in!!

# FANTASY

## Marvel Super Heroes

► PUBLISHED BY:  
MARVEL TSR.  
► SUPPLIED BY: GAMES OF  
LIVERPOOL.  
► PRICE: £3.95.

As an avid comic collector and AD + D aficionado, imagine my delight when I discovered that Marvel comics and the creators of the world's most popular role playing game, TSR, had got together to create a game whereby you could play your favourite comic superhero's! A million and one possibilities swept my mind, as I ripped open the box and began to read the enclosed "Battlebook".

The 18 page *Battlebook* is aptly named as its main function is to inform you how to resolve the many combat situations you will inevitably find yourself in. It also explains how to play the game. Basically you can choose to play one of eight pre-determined famous heroes: Captain America, Captain Marvel, Spiderman or

Wolverine, or any number of the Fantastic Four.

All heroes have seven major abilities, which ranges from Strength to Psyche and four minor ones. Playing the game is simply based around "The Universal Table". This allows you to calculate every result you will ever need, quickly and efficiently. The table is divided up like bar graph, with numbers from 1-100 down one side, and all the characters abilities down the other. All you have to do is role two ten sided dice (which are enclosed), giving you the random number you need and then cross reference the result between the two on the table. The result you get is a colour, which tells you whether you have failed, succeeded, done something special, or done something spectacular, which is not always to your advantage.

If you find this too simple, then there are some advanced rules that take the game a step further and introduce other

factors, which mean recalculating the results of certain actions by moving up and down the table. However, even this is not that complex

special environments. A nice touch is that the relevant Marvel character introduces and takes you through the subject that they specialise in. For example Dr. Strange takes



All this Marvel role playing gear for less than nine quid

and takes only a short while to master

The 48 page "Campaign Book" makes very interesting reading indeed. It explains that the game is run by "The Judge", who controls all the supervillains, thugs and other "Non-Player Characters" like, Auntie May, Spiderman's relative. The judge's job is not easy but, by the same token, it is the most enjoyable. You have to have a bit of a knack for telling stories and entertain the players. Furthermore, you have to tailor the game to suit your players' needs, find out what your players prefer and adjust your adventures accordingly.

The book covers many topics such as magic, vehicles, heavy artillery, building special



This set includes the X-Men of a few years ago, not the present team



Pack contains eight characters

# ROLE-PLAYING

items, alien technology and magic, whilst Mr Fantastic take you through the budding special items sections. It helps you flush out your whole game and provides you with a constant source of invaluable aid. It can also help you create the role playing version of your favourite superheroes, such as Dare Devil and Iron Man who are not covered in this game.

The aim of the game is to achieve more Karma. The more Karma that you can accrue, the more you can increase and improve your natural or unnatural abilities. However, be warned, Karma is more easily lost than it is gained, as not only do you effect your karma by being a super hero, but you also effect it when you are in your secret identity. For example, if you stop a major crime, then you will gain a certain amount of Karma, but if when you were stopping the aforementioned crime you were supposed to be taking your loved one on a date, then you will lose the Karma that you have gained!! Karma can also be sacrificed to temporarily effect your powers in certain ways. How you do this is up to you.

I then flipped through the official game adventure, "The Day Of The Octopus", by Bruce Nesmith. Without giving too much away, you have to thwart Dr Octopus and his team of super villains who are intent on stealing a suit of power armour. The Mighty Thor is by your side to help you in this tough challenge.

Overall, I liked the game. It is easy to play, fast, exciting and full of action. It is well written in a humorous, non-condescending manner and excellently packaged. The drawings are superb (they should be as they have a fleet of the world's best artists at their fingertips) and the enclosed large double sided map is a nice touch.

My only real criticism is leveled at the dice and the character counters. The dice are so awful, that they give you a crayon to colour them in with so you can see the results better and there are simply not enough character counters to complement the game.

I liked the game overall, especially the way that you could unintentionally lose Karma and eventually end up being hated by the public. To Quote the booklet "No-one said being a superhero was easy!!!"

- ▶ PLAYABILITY
- ▶ COMPLEXITY
- ▶ BASIC GAME
- ▶ ADVANCED GAME
- ▶ ENTERTAINMENT VALUE
- ▶ VALUE FOR MONEY

## Dark Blades Expansion Set

- ▶ SUPPLIER: STANDARD GAMES.
- ▶ PUBLISHER: STANDARD GAMES.

This booklet contains twenty scenarios for you to play in association with Standards board game, *Dark Blades*. However, as you probably know by now that all Standard's games are based on our systems throughout and therefore these games can also be played in conjunction with the likes of *Cry Havoc*, *Siege and Outremer*.

Some of the scenarios require

and you can see that Standard have come up yet again with another winner of a package. For example, take the case of Quill the Wizard who has been challenged to a magical duel by a rival Shaman. The aim is to see which one of them is the best wizard. Quill has been forbidden to attend by his leader because he is too valuable to be killed in a petty squabble, but



Dark Blades expansion set contains forty magic tokens.

additional maps and these can be cheaply purchased from Standard via mail order. This is not a must however, as with a little imagination, some hex paper and a modicum of artistic skill you could design your own maps to suit the relevant scenarios. The decision is really up to you.

The scenarios cover all different kinds of encounters and they range from rescuing a dragon to herb gathering! They have one thing in common though, and that is that they are rather exciting. Add this to the fact that they are original to boot

whilst he was otherwise engaged. Quill slips out of the camp with a few of his most trusted companions to settle this matter of honour. Meanwhile, the rival Shaman is waiting with his "Companions", that consist of two war dogs and a slow thinking Beserker!! An interesting conflict would arise naturally, however, Standard have brought in some new rules that make it even more entertaining.

The Expansion kit also includes 40 (count 'em!) new magic tokens which change the game. Cont. p 79





# FANTASY ROLE-PLAYING

Continued from p.77.

dramatically. Some of the new spells are very powerful and they serve to make the spell casters more relevant and important to the game. One spell, "Alter Terrain" has lead to Standard including a new sheet of terrain pieces with this package to cover the effects of the spell. Also, not being people to waste space, Standard has included various cut out valuables and pieces of a 2D wizard tower.

The other spells include "A righty pain", which causes certain knights to suffer a pain so immense that they have to bang their heads against the floor to get rid of it, which of course causes them damage, to "Flame Finger", which causes everybody in a certain area to suffer wounds from a fireball. There are a great deal more spells but lack of space stops me going into greater detail.

If all this is not enough, Standard has added two more items which enhance the game greatly. The first is the additional optional missile rules, which give realism and depth to all the missile weapons, and this includes everything from throwing daggers to longbows. The second is the Character Advancement rules, which enable you to improve the fighting skills of your favourite characters. By using the tables

provided, and by recording accurately your characters' experiences, it is possible to progress within the game frame work. You should bear in mind that this system is reversible and you can regress in levels as well as progress. A general rule of thumb is that if your characters adhere to their aims and are successful, they will gain skills, however, if they drift from their principles and fail in battle, they will lug themselves on the slippery slope down the skill tables.

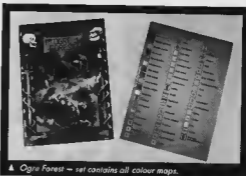
A good value for money package that will provide hours of entertainment. This is because the scenarios fit in with so many of Standard's games.

- |                   |   |
|-------------------|---|
| ▶ PLAYABILITY     | 8 |
| ▶ COMPLEXITY      | 6 |
| ▶ DESIGN          | 8 |
| ▶ VALUE FOR MONEY | 8 |

## Ogre Forest

● Mega games, who brought you the all new Mega Role Playing system, (reviewed in June's C+VG) has now released their first scenario, Titled *Ogre Forest* it is

designed to give starting adventures for inexperienced players, characters and GMs. These ready to play adventures are very useful when a GM plays the Mega



▲ *Ogre Forest* — set contains all colour maps.



▲ Scene from the huge separating screen in *Ogre Forest*.

System for the first time.

The module contains two separate adventures called.

*The Return Of Twin Alderyn* and *Ogre Forest*. They may be linked together if necessary or can be run individually.

All the maps, outdoor and indoor are shown on the cover in colour as well as on a separate sheet. The outdoor maps are designed in such a way that they will fit easily into an existing world or campaign.

An experienced GM should be able to make even more out of the adventures than is just supplied, as special missions, interesting encounters and so on will give the players more to deal with. Many additions could be made as a direct consequence of the players' actions in each scenario.

Both scenarios are interesting, *The Return* is a short encounter based around a house that is rumoured to be

# FANTASY ROLE-PLAYING

Continued from p. 79.

haunted. It is ripe for thieves and the like to use as a hide out, however, whatever way you play it, you should find a twist in the tale. *Ogre Forest* is the longer scenario, which mixes up Ogres, Kidnappers and a trip through the forest together with an interesting story line. Success depends a lot on roleplay and hack and slayers

*Mannish Races* vol II, a lot of you have asked me to give you more details about the actual game. Well, at the moment the game is available in two forms, a boxed set and the solitary rulebook.

The boxed edition sells for £9.95 and is beautifully packaged and the artwork is just out of this world. For your

## Cardboard Characters

● OK, so you've bought a fantasy role playing game, played it for a while and are just getting to grips with it. You want to improve upon your game's settings and make it more visual, but you cannot afford the lead figures or accessories, so what do you do? Easy! You go out and buy the latest *Dungeon Accessory Pack* from Standard Games, which is No 2 in the series. For £3.95 you receive 12 A4 hard cardboard sheets that can be cut up into many individual objects

The sheets range from small things like swords, treasure

piles, vegetation, and paving stones, to larger items like rafts, boats, ships and roofs. They are all very well illustrated and sturdy, so they will last for a long time. My favourites were the doorways and windows, which are uniquely designed. One nasty double doorway is like going through the mouth of some hideous demon and the windows above it are designed to make them look like eyes!! A good test of any brave adventurer's metal. Also if you have a steady hand you could cut out the picture on the cover of the box and use that as well.



▲ Role playing adventure in *Ogre Forest*.

could be in for a bit of a hard time.

My booklet came accompanied with a big, colourful *Dungeon Masters* screen which, for the uninitiated, is plonked in between the *Dungeonmaster* and the players to stop them peeking at classified info.

Once again my main gripe is with the artwork. It is terrible! The colour maps are acceptable, but the black and white artwork just makes me cringe. However, as the price is around £4.50 I can forgive them this time because the rest of the product is well put together and it is easily convertible into other games systems.

After reviewing the *Middle Earth Role Playing System* (MERPS) scenario, "The

money you receive the MERP rulebook, a 32 page introductory adventure booklet, a 16 page layout booklet, a set of full colour stand up characters and the relevant dice.

The rulebook alone sells for £6.95 and the game can be played straight from the booklet. The rules cover combat, races, magics, professions and everything else that you can think of. Also included is a complete starting adventure in the *Trollshaws* region. The whole package is written in a player-friendly way and if you like *Tolkien*, this game is definitely for you. Personally, I believe that it is worth laying out the £3.00 for the extra background that is covered in the boxed set alone.

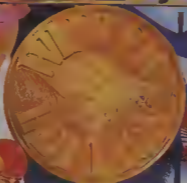


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All screens from the 1 megabyte 83 version of the game.



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Here's an exclusive preview and map for ace shoot 'em up *Netherworld*, hitting a shop near you soon on every format you can think of. That means all the Spectrums, Amstrads, C64, Atari ST and Amiga.



*Netherworld*, covered in *Fax* last month, is a brand new shoot 'em up from Hewson, programmed by Jukka Tapanimäki, a Finn who they insist on calling "Charlie T".

There are twenty four levels of a mysterious limbo state where a set amount of diamonds have to be collected in order to buy your way out of a level using a teleport. In your way are a horde of monsters - from dragons to fireballs - created by the monster generators. Dead aliens leave behind glowing icons which you can pick up in your revolving ship. These include extra points, extra speed (these look like arrows, but slow you down if you collect more than three of them), a skull and

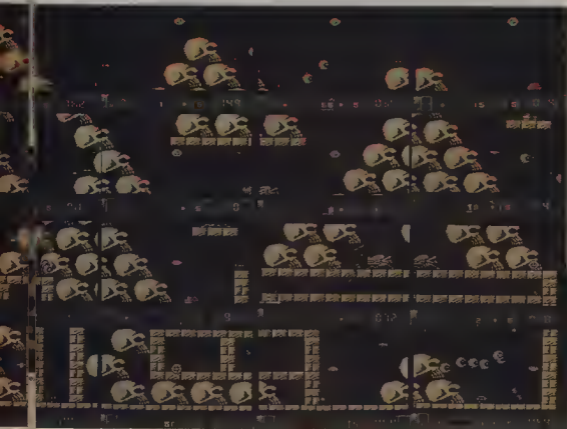


▲ Level 6. You can see your ship's multi-directional firing



▲ Level 8. Things are getting

# ETHERWORLD



crossbones shaped thing that destroys everything you touch and surprise bonuses which can give extra lives, invulnerability, or can send you out of control.

The game includes movable rocks which you can use to block off the alien bad guys, or can squeeze until it becomes a diamond, teleports and time bonuses.

Here we take you through level five, a fairly typical level, and normally about the place in any game where it all starts to get a bit hard, and help becomes pretty damn useful.

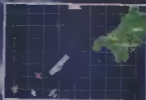


A Level 12 Still only half way there!

Against a silver moon ...  
an awesome shape emerges ...  
rumbling towards its destiny.



Screen shots from



## STRATEGY



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# Play Masters Winner Stays On.

## OBLITERATOR MAP

In addition to the map, worked out by Brian Webber and drawn by Nick Grant, we have for you these playing hints from Mark Errington. Thanks guys.

1) Leave Component 1 (Drive) until last since once you have all live components your score starts to drop in 40 per cent chunks and when it reaches zero the ship blows up. Before picking up Component 1 make sure you have at least 6,000 points or else you won't make it to the shuttle. I had 5,500 and ended up with a final score of nine (Big eh?) which was cutting it a little fine.

2) When there are aliens above or below, but on the same screen, shoot them through the floor.

3) If you know there is an alien on the next screen (when you're moving sideways) shoot while your character is stuck on the end of the screen i.e. just before the screen scrolls across.

4) When your path is apparently blocked by a pillar, use the bazooka to destroy it again on the way back.

5) Using defend while running causes the character to roll. This is very useful to get past tricky aliens and hidden guns.

6) Never pass a shield generator without saving the game.

7) It is best not to save the game when you collect any of the component's since if you can't make it back to a shield generator (because you got hammered on the way to the component) you may have ruined your save game and have to start all over again.

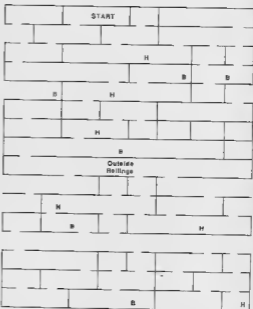
8) One possible order for completing the game is:

- Collect the rifle
- Collect the bazooka
- Collect the shield component
- Collect the weapon component
- Collect the blaster
- Collect the datapack
- Collect the shuttle component
- Collect the drive component
- Collect the shuttle component

## JOE BLADE MAP

Joe Blade was one of the big hits of '87, and re-entered the charts in quite a big way this year with its release on 16 bit. As Joe Blade, rock star and SAS-type, you have to infiltrate the enemy's base and rescue kidnapped world leaders. On this map, H shows the initial positions of the hostages, all six of which have to be found, and B shows where the bombs to be primed are. Exit when you've done all that.

EXIT WHEN ALL 6 BOMBS & HOSTAGES HAVE BEEN FOUND



B = Bomb  
H = Hostage

You saw the champ last month. Looked pretty hot, didn't you think? Or maybe you didn't. Neither did Eugene, and look where that got him: trashed good and proper at Sidewinder.

What I'm getting at is this: it's Winner Stays On II time. This is where our champ gets to prove himself against the toughest opposition we can rustle up, and you maybe, just maybe, get to whip his chances for an ST away from right under his eyes. In fact, we're beginning to size up the list of possible challengers even as I write this, but no worries: even if you're too late for part two, still send in your most impressive high scores because it doesn't stop here. We'll be running challenges throughout the year. What are you waiting for? The chance for fame and glory and 16-bit-ship starts here. Don't delay, post today!

Name .....

Address .....

Phone .....

Age .....

Game	System	Score
.....	.....	.....
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.....	.....	.....
.....	.....	.....
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# Play Masters

# OBLITERATOR

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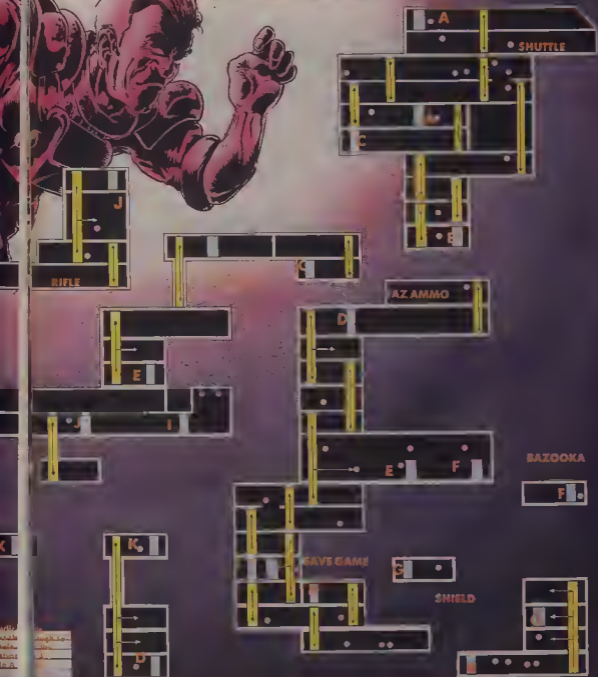
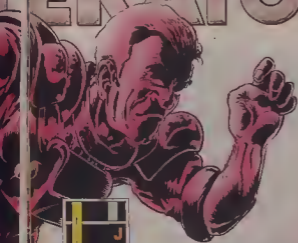
DATAACK

K

In OBLITERATOR you play Drak, a lone human forced to infiltrate a vast alien space craft, collect five vital shuttle components: Data pack, Engines, Shield, etc. and escape. There are various guns and ammo to

collect around the place, the most useful being the blaster which can take out all hostile aliens, though it is not blessed with a wealth of ammo. The trick is to use the right gun at the right time, collecting the

# TERATOR



ing to  
able  
tels  
tine  
to B.

bazooka near the beginning for use on the toughest wave at the end. You will need to get a high score to make it back to the shuttle. And remember that if you run out of ammo, then you can rely everywhere

which prevents the nasties from getting you. This is a very handy way of avoiding monsters you don't have the firepower to wipe out.



PSYCHO PLUS

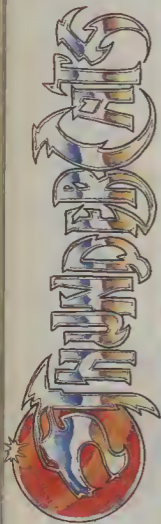
*"I know which one I'd  
rather play with."*

*"Yes, but have you seen  
the reviews for  
Psycho Plus (X)?"*

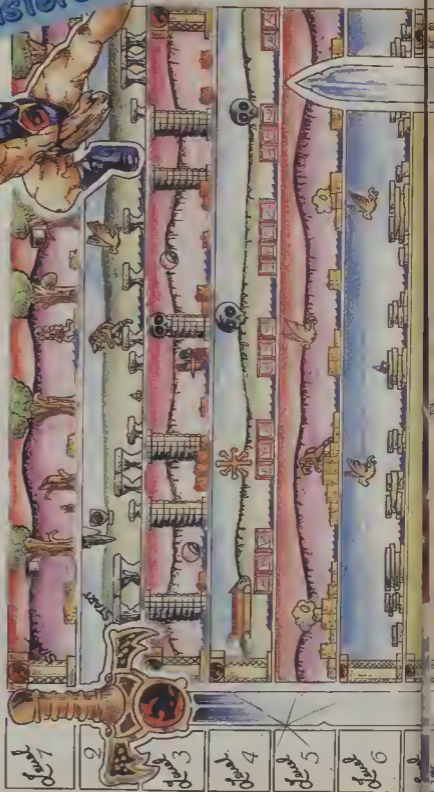


PIG SUXB





Play Masters



Level 1

2

Level 3

Level 4

Level 5

Level 6

Level 7



ILLUSTRATION DOUG HEATH

With Elite's Thundercats having caused a stir on 16-bit just recently, it seemed high time for a map of the game, though in fact there isn't a great deal of difference between this

and earlier versions. You play Thundercat leader Lion-O slashing and hacking his way through hordes of evil minions to recover the stolen Eye of Thundera.

Extra lives and firepower lurk on pillars or old trees, pits must be leapt and bad guys smited. All in day's work really.

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## AD INDEX

Alan	12,13	Mailsoft	44
Activision	40,41	Mastertronic	66
		Megasave	107
Beau Jolly	42	Microdealer	IBC
Byrite Software	49	Microprose	32,33,45
Classified Section	38	Ocean	6,7,57,71,87
Comsoft	38		
Charmwood	49	Palace	23,38,44,49,94
		Project Basilisk	78
Domark	24-25		
Dynomite	94	Shekhana	41
DG Marketing	111	Silica Shop	113
		Softcell	44
E & J	38	Sound 'n Vision	107
Elite	IPC,3	Standard Games	78
Entertainment Int.	69	System 3	16,17
Gremlin	84,85	Telecomsoft	29,51
Holmesoft	107	US Gold	OBC,10,28,60,90,91,81
JRH Software	49	Vector	40
KJC Games	75	Worldwaria	78

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# COMPUTER +video GAMES

# N M ext Month

## STARGLIDER II

Star Glider can justifiably claim to be the first 16-bit arcade game, though most people will remember it as the Get Mucky game – before Xenon ousted it this Summer. The big news now is that Telecomsoft's star programmer – Jez San – has just crafted the sequel

We have the review, a profile of the man, a compo, and – best news of all – there will be 8-bit versions as well. The full story is in C+VG next month. On sale August 16. Still only £1.10 and now Britain's best selling computer magazine by an even greater margin.

# KRISTAL Tear

The Kristal is the biggest, most amazing 16-bit project ever according to C+VG sleuth reporter Tony Takoushi. For those of you who think TT has cried wolf once too often just remember he was also the first to rave about the PC Engine, Dungeonmaster and a host of others.

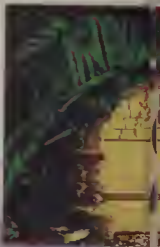
▼ Shiny metal effects in the graphics.



It is time to fasten your seat belt and take a firm grip of your seat!

I feel very privileged to have been and now to be the first to tell you about THE BIGGEST, MOST PRESTIGIOUS 16-BIT GAMES PROJECT EVER TO BE UNDERTAKEN IN THE WORLD.

It is called THE KRISTAL, and it comes from Addictive Games, a subsidiary of Priem Leisure.



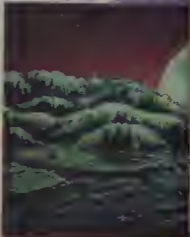
▲ Could Cinemaware have a UK rival?

This is a preview of the game to be launched in late October, it will come on Atari ST and Amiga formats and because of its MINDBLOWING size it will come on three disks.

The Kristal does not fit into any one category of description, the best I can offer you is that it is a computer film. The nearest comparison is to the software produced by Cinemaware but even this pales into insignificance by contrast. The Kristal is in a class of its own!

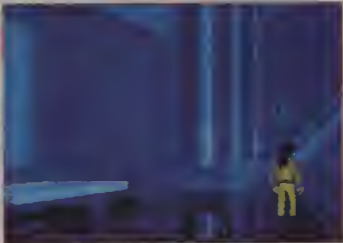
Brainchild of Mike

▼ A true feeling of depth is created in this game.





graphics is perfect



Green screen shows the Kristal universe

Sutin and Rodney Wyatt, Mike Sutin was stage manager on Hair and Jesus Christ Superstar back in the 60's and Rodney Wyatt was also involved in theatre production work. Sutin set up Fissionship Software to produce the game.

Like its authors, The Kristal has a theatrical background. Written back in 1976 as a stage play, a sound track recorded (Elaine Page recorded some of the songs and Patrick Moore did some commentaries) and some of the music has been digitised for use in

the game.

It is basically the story of a good natured pirate called Dancie Frake from the Kreema System who has to go around various galaxies meeting and collecting information from some very interesting characters. The game is set in a futuristic universe where all the characters are IT. Half the joy of the game is the number of characters, locations and where the action is!

Before some of you switch off, this is an advantage, NOT!

This game has all the usual things: all, arcades, strategy, interaction in real time and real charisma. It is a rarity today, very few games have given me most of people involved in the game are totally committed concept and absolute action in its

format.

You can play by inputting an idea which will be

been

to not get stuck in tortuous circles of asking the

same question sixty four different ways.

Michael Hough is the art director, with Dave Hardy (a famous illustrator whose credits include Asimov books) and a team of six graphic artists. Alex Mills is the Programming director heading up a team of four coders and a variety of sound people.

The graphics I have seen far surpass anything that has gone before, the backdrops and planet scenery are very lifelike and the characters are superbly and

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Novella detail

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galaxies and systems

gorgeous graphic

planet. Those of you with 1 Meg machines can look forward to extra sonics as the software is designed to make use of machines with this extra RAM.

Mike Sutin describes The Kristal as an Odyssey, it is an unfolding story where you are the main participant and the story can develop anyway you choose, it is designed to take around three months to complete. There will be a choice of playing styles with an easy mode which allows you to zip around the planets getting to know people and places before you take on the quest proper.

The game will cost £29.99 and comes on three disks, with Novella detail

events before

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galaxies and systems

gorgeous graphic

# Competition

## EMPIRE STR



# STRIKES BACK

Demark bought the rights to the three Star Wars arcade machines last year, and the second in the trilogy - Empire Strikes Back - has just been finished. It's a brilliant vector graphic shoot 'em up which gathered a very strong cult following when it first appeared in the arcades during 1983. The computer versions we've seen have all managed to retain the original flavour and atmosphere of the coin-op original - for more details read the HOT review on page 18.

To celebrate the release of this epic game, Demark has joined forces with Commodore UK to organise this fabulous competition. On offer to a very lucky reader is a Commodore Amiga 500, currently regarded as the Ferrari Testarossa of home computers, and tipped by experts to become THE games machine of the 1990s. With its fabulous graphic and sound capabilities who's arguing?

Also on offer to ten runners-up are copies of the Star Wars role-playing game, in which players can take the role of their favourite characters and travel the galaxy in search of adventure.

So, what do you have to do to win these amazing goodies? Well, we've managed to get hold of five titles from the Empire Strikes Back film - pictured here. What we want to know is: what order do the scenes depicted appear in the film? When you've decided the order, fill out the coupon below, stick it in an envelope and send it to: **COMPUTER AND VIDEO GAMES EMPIRE COMP.** Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Ye arrives no later than 16th August.



**FORM:**

The order of the pictures is:  
1..... 2..... 3..... 4..... 5.....

Name.....

Address.....

POSTCODE.....

 **commodore**



# WILD

It's no joke trying to keep your candy floss down when your stomach's in your mouth and your knuckles are ice white, but Matt Bielby has been doing his best as he takes in some of the wildest rides around.

It might be better to travel, but it's best to travel FAST! And travel scared! There will be more world class roller coasters and other wild rides across the country this summer than at any time before, as new theme parks open up and old favourites invest the proverbial loads of money to pack in the summer punters.

A new leisure and pleasure park called **Waterworld** is being built for £1.2 million just outside Edinburgh, but that's chickenfeed compared to the £4 million sunk into Derbyshire's **American Adventure** for the new season, or the whopping £10 million spent this spring on three new 'coasters and a 3D cinema at Europe's premier park, **Alton Towers**.

## ALTON TOWERS

Alton ST10 4BD, North Staffordshire  
Tel: 0538 702200  
Open: Daily 26 March-6 November: 9am-7pm  
Admission: £7.99 adult, £5.99 under 16, senior citizens £2.99.

Amazingly now the 5th biggest park in the world, and far and away Europe's number one, **Alton Towers** features over 120 attractions including four big new ones for '88. The famous **Black Hole** has been modified for this year, and is joined by the German built **Beast** coaster (carries 1,600 passengers per hour), a smaller roller coaster called the **Alton mouse**, and a new 3D cinema. Old favourites like the **Corkscrew**, **Log Flume** and **Grand Canyon Rapids** continue, along with the resident circus, spectacular gardens and birthday parades for



▲ Riding the rapids at Alton Towers



▲ American Adventure  
The gates to the West

the park.

Set on a 500 acre estate in North Staffordshire, the former home of the Earl of Shrewsbury now holds **Festival Park**, **Aqualand**, **Fantasy World** and other themed areas, served by restaurants, shops and so on. In addition, there is also the "Around the World in 80 days" fantasy ride, live entertainment from dance to a massive model railway, and car and toy museums.

**C + VG rating:** Short of going to Disneyland, the best day out around. Try and go outside of school holidays or at least during the week though, because at the height of the season it can be a nightmare.

## CHESSINGTON WORLD OF ADVENTURES

Leatherhead Road,  
Chessington KT9 2NE  
Tel: 03727 27227  
Open: Daily 26 March-30 October: 10am-5pm  
Admission: £6.25, under 14 and Senior citizens £5.25  
Once a zoo, Chessington still has lions, giraffes and the rest alongside the rides, which range



▲ Victorian main street at Granada Studios

from a relatively tame roller coaster to a good water ride and the standard pirate ships and magic carpet rides.

Amongst the best rides we found were the pirate ship and magic carpet, both of which are super-scary, yet don't seem to generate the same queues as the roller coasters or **Dragon River** log flume. You can get four or five goes on them in the same time as you'd be standing in line for the others.

**C + VG rating:** Nicely laid out, and just the right size for a day out. Highlight of our trip was the feeding of the polar bears, seen through an underwater glass wall, though if you object to animals in captivity you may not be too impressed.

## CAMELOT THEME PARK

Charnock Richard,  
Chorley, Preston PR7 5LP  
Tel: 0257 453044

Open: daily 26 May-end September, beginning of October if weather good.  
Easter, Bank Holidays and weekends during rest of year: 10am-5pm  
Admission: £4.95; family ticket (two adults, two children) £15.95

Aimed specifically at three to fourteen year olds, **Camelot** is twice as big as last year, with a **Beast** roller coaster and **Falcon's Flight** balloons journey added to the attractions. A log flume, water slides, a dragon monorail and a whole feast of live entertainment from jesters to jousting tournaments add to the fun. Many of the big rides have a smaller

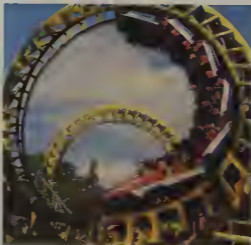


# RIDES!

version alongside, so even the really young can join in. **C+VG rating:** Despite the rather atrained Arthurian theme - you can buy sweets at "Guinevere's goodies" and T-shirts at "Galahad's garments", - an excellent park with great live entertainment, and great for youngsters.

## PLEASUREWOOD HILLS AMERICAN THEME PARK

Corton Road, Lowestoft NR32 5DZ  
Open: 30 April-21 May weekends only, 21 May-11 September plus 17, 18, 24, 25 Sept; 10am-4pm  
Admission: £5.00, senior citizens £2.90.  
Two new rides are the Zierer Waveswinger (see picture) and a new Haunted Magic Castle feature to join roller coaster, pirate ship and Seallon show among others. A new



▲ Alton's Corkscrew: wildest of all!

▼ Have a berry at the Rover's Return.



▼ The Waveswinger at Pleasurewood Hills.

computerised system should make parking and ticket buying easier this year.

**C+VG rating:** Few really massive spectacular rides, but a lot of good background-style stuff and a very good atmosphere make Pleasurewood Hills a winner.

## AMERICAN ADVENTURE

Ilkeston, Derbyshire DE7 5FX  
Tel: 0773 769931  
Open: 29 May-25 September



▲ Popular Pirate Ship ride at American Adventure

daily, 10am-4pm.

Admission: £4.95  
The Great Niagara Rapids white water ride, hopefully open by the end of the summer, will be the biggest of its kind in the UK. Other Wild West style rides include the Cherokee Falls Log Flame, the Tennessee Tentacles Octopus ride, and a couple of western "coasters. Lots of staged horse stunts and about 2000, and a new section of the park based on a Canadian Rockies fort.

American Adventure was the first UK park to be totally based around a single theme, a practice followed by sister park Camelot, but precious few others. The Balloon race ride is one big new one for '88, and the log flume boasts Enrope a highest double drop. There are also 40,000 sq. ft. of indoors area for rainy days, and quieter rides for the old folks.

**C+VG rating:** Some great rides, live entertainment and a strong Western theme make this one of the best theme parks in the country.



▲ Woody welcomes winners to Pleasurewood Hills!

Fancy a great day out this summer? C+VG hasten sets of family tickets to Pleasurewood Hills American Theme park up for grabs. Each set gets you and your folks - or a bunch of three mates if you can't stand the family - into the park and onto the Waveswinger ride, the Haunted Magic Castle and other great attractions. The tickets can be used any day this season, which ends on September 18th, and should make for a truly memorable day out.

All we want you to do is send your ideas for a great new ride at Pleasurewood Hills to the address below - let your imagination run riot - and we'll pick the best ten entries that arrive before August 7th.

Remember, it's your ideas that count, not your drawing skill!

## PLEASUREWOOD HILLS COMPETITION

Name \_\_\_\_\_  
Age \_\_\_\_\_

As always, the judges' decision is final, and all entries become the property of the theme park.

## BLACKPOOL PLEASURE BEACH

525 Promenade,  
Blackpool  
Tel: 0253 41033  
Open: 31 March-6  
November daily;  
11am-dusk.  
Admission: Free (Pay per  
ride)

The £2.5 million Avalanche  
bobsleigh run is the first of its  
kind in the UK, and joins the Big  
Dipper, Log Flame, Tokaydo  
Express and many other  
spectacular rides

**C + VG rating:** Some of the  
best rides in the country all in a  
very small area, but could work  
out expensive if you want to go on  
them all



▲ Most parks have a cablecar or monorail to see the sights

## GRANADA STUDIOS TOUR

Opening in July inside the walls of  
Granada Television in the middle  
of Manchester is the Granada  
Studios Tour, the nearest thing to  
the famous American Universal  
Studios Tour we've got. Three  
and a half acres of land have been  
set aside to provide a behind the  
scenes glimpse of the world of  
TV, including reconstructions of  
the House of Commons,  
downtown New York, Downing  
Street, Sherlock Holmes' *Edgewood* Baker Street, *Check  
Point Charlie*, an untamed *Jungle*  
and, of course, *Conan* Street.

There will be a room featuring a  
grand piano and fireplace you can  
walk into, as well as a TV trivia  
interactive video competition,  
where the year's best score earns



▲ Allan Towers pirate ship



▲ Mock House of Commons of Granada

## THORPE PARK

Staines Road,  
Chertsey KT16 8PN  
Tel: 0932 562633  
Open: March-September  
(opening hours vary -  
phone for details)  
Admission: £6.50, senior  
citizens £3.50, disabled  
£4.50.

The wilder attractions such as the  
Thunder River rapids ride and the  
Space Station Zero roller coaster  
are offset by more gentle things  
like the Maspennill ride.

**C + VG rating:** Not too many  
really thrilling rides and a high  
entrance price mark this as not  
the best value of parks, but it's by  
far the most convenient for  
central London.



▲ Merlin, your host of Camelot.

a trip to *LA (man)*. You will be  
able to watch highlights from 30  
years of shows, and learn how  
they were made, as well as drink  
inside the Rover's Return.

Planned to open on July 20th, it  
will be open all year round at  
£5.50 adults, £3.50 for under  
twelves. Phone (061) 833-0880 for  
further information.

### OTHERS:

The above are just a tiny  
selection. There is also  
*Frontierland* at Morecambe,  
*Flyingland* in North  
Yorkshire, *Lightwater Valley*  
near Ripon and many others.  
Nearly all welcome disabled  
visitors, will be open all Summer  
and are fun places to be. Go to  
your local tourist info place and  
they'll give you a list of them all,  
and more details of any in your  
area.

# QUADRANT



LOGOTRON LTD. GREYHORN DRIVE ST. IS GREN ROAD LONDON W6 8NX  
OR ORRALLS RE ACTION - STRATEGY PENSION - FET - EIR 95  
ST ANDRA - E24 9 (1) (AND) COMPATIBLE.

# ARCADE

This month's been a big one, lots of new games have been launched into the arcades. *Forgotten Worlds* and *Cyber Tanks* are the two biggest games around at the moment, but *Clara Edgelay* also costs her eyes over the best of the rest in our Arcade Round-Up.

## FORGOTTEN WORLDS

*Forgotten Worlds* is a hybrid of many games, with extra weapons to collect, money to find and hoard and shops to visit to add to your immense store of weaponry.

*Nemesis* is one game which springs to mind when you look at this little gem. You're not in charge of a spaceship, neither are you scuffling through death-blades tunnels, but in other aspects, the games have their similarities. For instance when you are airborne the heat of attacking aliens are just as vicious, and you do have to increase your weapon strength if you're to get anywhere in the game. Controls are by eight-way joystick and a revolving knob which spins your character to face all directions while also operating as the trigger to his guns.

So on with the game. Stalking the streets of around ten feet off the ground, later at the ready, the first wave of aliens start the attack, shooting onto the screen from the right at both air and ground levels. They're huge green slimy creatures blasting fireballs at you though they're not too hard to dislodge. Left in their wake are blue discs of

varying sizes of Zany Coins which must be picked up to help buy you additional weapons.

It's at this point that you must have full control of your character, moving him up and down the screen with the joystick, and turning him to fire at the nasties creeping in from behind.



▲ Every good game has to have its exorbitant monster. *Forgotten Worlds* is no exception.

▲ The multi-directional movement is vital to help you deal with guns' biggest enemies.

The pace is ultra fast and your life isn't worth a dime if you're attention wanders. The sound adds nicely to the excitement of this very fast, though not h' original game.

The streets soon give way to larger buildings and finally warehouses as your route takes you towards the dock. A shop soon appears, its sign large, and it shouldn't be missed. You're going to need heavier fire power. Swoop down to the entrance and you'll find yourself confronting a girl behind the counter. Using your joystick and selector knob, run through the list of weapons and buy what you think is going to be most suitable. Of course, the really powerful stuff is very expensive and you probably won't be able to afford an awful lot at this stage.

Weapons aren't the only things



▲ Once you get to shop in the shop to get the best buy for your money!

which can be bought at the shop repair tubes to repair armor, an altar to prolong your life and an energy recovery box are three indispensable items. Alongside these lie flame throwers, bound shots which make bullets bounce off walls, a balloon container - the most disruptive weapon, wide angle lasers and so on. Some of these automatically replace your original weapons, others hang around at first level, adding a tremendous boost to any new weapon you've just picked up. Once you've bought the best you're pretty well indestructible, as your bullets stream out from a shield covering every angle of attack. This is when the game starts getting really interesting.

And now that you've got the most powerful weapons Zany coins can buy, you're ready (or should be) to face the dragon. This lies just past the docks - a highly dangerous area as you fly over the sinking waters. The aliens step up their harassment and you're totally unprepared for the monstrosities which rise out of the seemingly still waters.

Great, thick, tube-like growths shoot out with jaws gaping to pluck you out of the air and draw you back to their lairs.

As you get closer to the dragon, the growths leap at you in synchronized time, one after the other as in some macabre dance sequence. Getting past them unscathed needs quick reflexes and careful timing.

The tail of the dragon eventually appears, skeletal and very long. And then the body, lying on its back, its stomach



# ACTION

## CYBER TANKS

putting like something out of the movie *Alien*. The only way past this grotesque monster is to shoot it in the stomach. A move which dragons doesn't take too well, hovering just above the hovering mass, you send a room of fire downwards, dodging out of the gout of flame thrown at you. Dodging also a trail reds which throw words to make you easily by heading out of the way of claws and reaches out to swipe. All hairy stuff. Finally, the dragon puffs and is gone. You're now a futuristic space level aided by lots more optically revolting creatures. Points must have had a whole of a time designing forgotten

Running the gauntlet of the enemy while being attacked by a mass of conventional weapons, exhilarating stuff, especially when you're in control of the Cyber Tank.

Cyber Tank, from Coreland, is mounted in a huge upright cabinet with double screens, as by side is the winner of *Darius* and *Ninja Warriors*. Mounted on the front of this two-player game is a two-handed control for the tank and its gunner, next to it are the massive controls for the machine gun for the second player. The r, one game which speeds out run-and-gun action.

Both players have two sets of different jobs as the tank charges through the enemy in the safety of its own forces. One player controls the tank as it r through the landscape down a clearly marked route. The other takes on the machine gun to clear

building, marking its route. This quickly changes, the machine gunner will soon be blasting paras dropping out of the skies, while the tank controller tears round mines and guns down anything dead ahead and to one side of the tank.

Massive bunkers now seem ahead so that the tank has to zig-zag past them. It's a good idea to slow down at this point or you'll plough straight into one of them. As there's no reverse on the tank, the machine will continue on headbutt the bunker until it blows up.

The action transmits itself physically to the players.

▼ The action transmits itself physically to the players.



complement awards you!



▲ Time to get back to the World. Shops must be visited, killer leeches blown off steel pipes, ground cannons be blasted, castles with jaws filled with sharp serrated teeth pull into their gaping maws and mine in the same vein. At this and a huge manner, around these screens hush which must be blasted in the eyes.

Unfortunately, to get anywhere near it, you're going to be in reach of its hits - huge ham-like hordes of lives made of steel.

An Egyptian venture comes at with pharaohs running around firing at you, skulls float towards you in a death array and creatures with the heads of dogs wheel towards you protected by a spinning circle of blue flame.

Forgotten Windows isn't quite finished and the game played is very much unfinished version. However, this is anything to go by the completed game is a must for anyone who likes a fast shoot-'em-up.

The tank rolls into the screen as in *Pole Position*, with the attacks coming from dead ahead and from both sides. The machine gunner must have his wits about him and take careful aim through his sights to hit all the moving targets.

The aim of the game is to run through each section of hostile territory to reach the safety of a controlled zone. Bullet sticks are replenished before the next run starts. The game is fairly slow to start with, just an empty road unwinding into the distance with only the odd lamp post and

which adds a certain realism to the game. If your hands are on the controls when the tank goes up in a jarring explosion, the joystick shakes and judders sending vibrations running through the player's arms. The same goes for the machine gunner as the weapon shudders rapidly with each outpouring of bullets. When the action really heats up you feel as if you're on the end of a jackhammer.

Homing missiles soon terrorize from the sides of the screen and are very difficult to dodge, especially when two or three

arrive in quick succession. To make matters worse, the road becomes clogged with collapsed buildings and is pitted with mines with red lights glinting in the falling light. As soon as you see the lights of the mines, blast them before the tank rolls over them. Miss one and you're a goner.

Cyber Tank is an unusual game with shades of *Operation Wolf*. A tremendous shoot-'em-up which requires more skill than just raking the ground ahead with bullets. It should be going into the arcades around now, and it will worth having a blast.

# ARCADE ACTION

## ARCADE ROUND-UP!

Because we were invited to preview all the new games for the summer, and though there were a number of new releases around, there were very few surprises.

Here's a brief run-down of some of the latest coin-ops to be hitting the local arcades in the next few weeks.

**PAZ!** is a vertical shoot 'em up where you and your partner control twin bombers. Your mission is to pick out ground cannons and enemies while at the same time flying through enemy choppers and fighters out of the skies. Needs close reflexes, the graphics are crisp and it's well worth playing.

**Sky Soldiers** is very much in the *Flying Shark* vein. It's a vertical scrolling blast 'em up while whizzing over enemy territory. The usual bombs, plasma and missiles are hurled at you, and the only way to keep alive is to deflect all the pick-ups and so on, so your weapon power.

In *Last Duel* — another horizontal scrolling shoot 'em up — the game starts off peacefully with you controlling a pair of aircraft while running a gauntlet through enemy lines.

*Last Duel* — rather bland vertically scrolling action.

Basically, it's a case of blasting everything that moves or swims. At certain stages of the game, you leave your aircraft to take control of a cat and this is when the jump button comes in handy to leap assorted barricades and objects. *Last Duel* didn't impress me enormously on first sight, though it apparently gets more exciting at later levels.

**Kickie Cubele!** What an awful name for what looks like an awful game. This is a cute little game, very much in the Japanese style. Weird with cute graphics and wit on awful lot else from what I could gather.

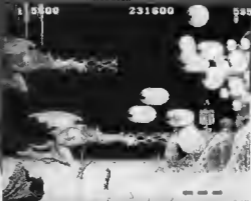
**Vindicator** is a one or two player game which you'll either like to immediately or hate, I quite liked it. It's a vertical shoot 'em up played in short sections, where you have to control a small vehicle, bomb all the baddies,

▼ *T. —* Her bland *Alien8* shoot 'em up.

brochure says. With open. The graphics are large and very clumsily drawn. So's the game.

**The Man Events** is a wrestling game between several (a 2, of muscular thugs. Wrestle your opponent to the ground and hold him there in a hold (or whatever) for the 30 seconds in each match. The graphics are very drawn and the speech synthesis is excellent, though to be honest wrestling isn't my game. It's as boring to play as it is to watch it on the box.

**Hot Rod** from Sega is a racing game played from an aerial viewpoint. The game itself has pitstops, practice laps to train yourself a decent grip position and the normal bumping race against a number of other cars. Fair play doesn't turn it on this circuit and if you can navigate them all the track and into the barrier.



pick-up keys. The game starts off peacefully with you controlling a pair of aircraft while running a gauntlet through enemy lines. And the cat kills the creatures the time he captures and the whole kaboodle goes up in flames. Extra weapons can be bought en route, and once you've got the hang of the rather clumsy controls, it's quite good fun.

**Clumsy2** is the name you give your first set eyes on *Alien8*. It's not terribly original either. Rescue the girl who is held hostage in each of the five levels and beat the monster at the end of each scenario. You heard that story line several million times before and the game itself is just as jaded. Collect spare bolts as you storm through each screen and accumulate enough to turn yourself into a 'super being'. You now have 'devastating power and mobility' so you

interesting. The game comes in an upright cabinet and also a multi-player version with the screen set into a large table top cabinet so that four players can stand round it.

**Tootsie** is the whiciest game I've seen in months. Apparently the theme of paddling round swimming pools and down rivers while sitting in a tyre is now a popular sport in the States. I'm not sure that I believe that one, though I have it on good authority that it's true, hence this mad simulation. The game is a race down a river with gates to paddle through for extra points, spiked logs to avoid which'll puncture your tyre, crocs to dodge and beer cans to pick up and fling at your opponent to put



Welcome to The Main Event.

him off his stroke. The current keeps dragging you into shallow waters to jam you against a bank and you have to paddle furiously to turn yourself round and back into the main stream. Two buttons must be punched rapidly and these control your left and right hands. Punch only one button and you'll turn in a circle. A weird game but fun for a little light relief.

The games playing public may be bored to death with racing games but the arcade manufacturers obviously aren't as the launch of *Chequered Flag* proves.

The game does have some original points in its favour but it's nothing that will make you dash out to the arcades in a rush to spend your pennies.

The game reminds of a combination of *APB* and *Super Sprint*. The game is very much like most racing games with an aerial perspective but it does have comic elements. Like bashing into almost everything on the course without blowing up. Having said that your car does sustain damage during the race and you will have enter the pit to repair the car.

So *Chequered Flag* is nothing remarkably new — if you want a real driving experience try *Continental Circus* or *Out Run*.



# Chan and Chan

Chan and Chan runs on the PC Engine and is more than a little like *Super Mario Bros* from Nintendo in style and play. It has the dubious honour of being the naughtiest arcade game I have ever played with bottoms being shown and a little man peeing against lamposts (more of this later)!

The basic aim is to travel dozens of screens to find some hidden treasure with your partner. Each part of the game is split into sections with four parts to a section (sounds familiar?). On pressing start you are given the choice of either Chan as your character (the Chan not Chan appears in later stages of the game) and you are then faced with a living room scene [VERY detailed and colourful] with a

# M Mean Machines

Tony Takoushi has never seen anything like, neither will you - Chan and Chan is the weirdest and whackiest game and the naughtiest game you are likely to see on a games console. Tony also taken a look at new shoot 'em up, Alosta, and a shooting game called *Rescue Mission* as well as delivering his usual collection of tips and high scores.

basically this brute leaps into the air and throws boulders at you. To kill him you have to get close and

kick him in the teeth, his eyes roll and legs waggle and he drops to his death.

This is a really playable game, great tunes, superb graphics, and many many stages to work through. It really has that addictive urge to it and to progress you have to get very skilful as there are mean combos to overcome.

▶ GRAPHICS	7
▶ SOUND	7
▶ VALUE	7
▶ PLAYABILITY	8
▶ OVERALL	8



phone ringing. The Chans walk in, answer the phone, there are speech bubbles [in JAPANESE!] and then the game starts.

You move against a left to right scrolling backdrop and can collect gold coins by kicking objects along the way [lamposts, railings, water hydrants, and mystery paints not marked as in a plain wall]. These coins can be used in later stages where you gamble on a slot machine to gain energy, lives and more coins.

You start with three lives and a life is lost when your energy hits zero.

Energy goes down slowly but you lose large amounts if you collide with the resident nasties. The hazards include birds which

drop lumps of turd, big fat ugly flies, dangling spiders, collapsing ledges, bugs, flying fish, boulders, dogs, beavers and the very lethal fire places which are instant death to the touch. There is also a beautiful purple dragon which, when killed, flies into the air.

There are many hidden extras like jumping on top of a water hydrant and pressing the fire button when you are carried into the top third of the screen and hidden doors in mid-air.

Your partner Chan can be found along the way peeing down lamposts, going to the toilet in bushes [his face is

bright red and he is crouched down near the floor] you can kick him while he is doing this and he flies into the air doing a moany!!

You are not without a secret weapon. You can press the joystick down and tap the fire button to fart at your enemies. Honestly, a big brown cloud escapes from your bottom and kills the enemy (I know a few people who can do that). Weird but fun.

At the end of each sub-section you get bonus points for energy left with an extra life at 70,000 points.

At the end of every four sections you have to fight the big



# Aleste

I have been wringing my hands in despair over the stupid number of mindless scrolling shoot 'em ups across most formats and when I discovered *Aleste* on the Sega was a sciller, I almost threw it out of the window!

But *Aleste* is like a breath of fresh air. It gives scrolling shoot 'em a whole new meaning. OK, so it scrolls, and there are aliens to shoot — but the attack patterns are different, the backgrounds are very detailed and tastefully coloured. There are six sectors to cross, and you can start over at the beginning of the sector you died on (hooray).

You start with three lives and earn extra ones at 20,000 and then every 100,000 points. You can only buy ship by shooting a number from one to eight which appears in the scrolling backdrop, it will then float slowly up the screen and you have to dash up and touch it.

Your normal weapons are bullets and a little fat laser which can fire in all eight directions. Number one makes the laser fat, two is a big vertical missile, three is a long vertical laser, four is an orb circling you providing protection, five has three orbs circling you and they can be fired, six is wide bullets, seven is double bullets and wide circular front shield and eight is a long sweeping laser which winds up the screen rolling from left to right (now that's what I call a weapon).

The backdrops are active on the higher levels and you may find shooting up the screen dislodges sections of backdrop which can fall down on you, the tunes are good and there is very little flicker despite there being so many aliens on screen.



# Rescue

Owners of Sega's Light Phaser have easy fun games to use with their peripheral. With only *Gangster Town* and *Shooting Gallery* supplementing the free *Marksmen Shooting/Trap* Shooting cartridge given away with the gun.

However, things have taken a turn for the better with the release of *Rescue Mission*, a fun-packed arcade game that requires very fast reactions and accurate shooting.

The scenario is easy enough to understand: allied troops have been badly injured and are currently trapped behind enemy lines. They must be rescued, and you've been assigned the task.

The only mode of transport available to the casualty area is by a handcart, which trundles its way along an old disused railroad.

On board are three medical experts who can dress the soldier's wounds to enable them to make their way back to the safety of headquarters.

The cart trundles along the track, which winds its way convoluted way across the multi-dimensional scrolling landscape. At regular intervals along the track are the wounded troops, who wave white flags. When the cart reaches them, it stops while medical treatment is given, and then continues on its way while the soldier runs off the screen to safety.

While this is happening, enemy soldiers run on screen and attempt to kill the medics on board by blasting them with their machine guns. One shot slows the cart down, two reduces it to a crawl while a third is fatal to all

# Mission

on board. This is where you come in. Using the light phaser, you have to blast all enemy troops before they have the chance to accomplish their evil deed. The gun fires as quickly as you can pull the trigger, and the anus is on fast, accurate shooting.

When the cart reaches the end of the track a bonus is awarded for the number of medics left and the amount of soldiers.

There are five different landscapes: jungle, swamp, village, bridge and ammo depot, which offer the player an increasingly difficult challenge.

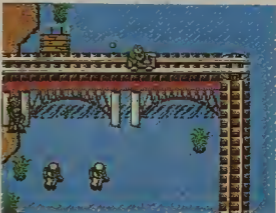
On the first landscape only infantry attack, but on the second level they're joined by deadly air troops — jet-packed soldiers who fly around the screen at great speed. Occasionally,

Special Force soldiers appear. These highly dangerous commandos are a very fast moving and are capable of destroying the cart with a single hit.

Adding even more hassle are grenades thrown by soldiers, bombletoms, bazooka bombs, balloon bombs which float in from the side of the screen and guided missiles — possibly the hardest to hit of them all.

When a soldier is rescued, he leaves behind a special package which is automatically picked up when shot, either a protector, first aid kit or smart bomb. Protectors make the medic immune from a Special Force attack, a first aid kit removes one point of damage and a smart bomb destroys everything on screen.

When the cart reaches the end of level five, a mega-bonus is awarded for the amount of medics remaining — up to a huge 450,000 points if all three lives are still intact.



I must say that I enjoyed playing *Rescue Mission* very much — it's a fast and furious game which requires a very high level of sustained concentration to blast the myriad of enemy troops. I felt exhausted after one session! The appeal might wear off after a while — the game does get a bit repetitive — but it's by far the best Light Phaser game around.

▶ GRAPHICS	7
▶ SOUND	6
▶ VALUE	5
▶ PLAYABILITY	8
▶ OVERALL	7



# Mean Machines

## Tips

Fantasy Zone 2 is proving popular (and so it should!), here are some tips from Steve Mellor in Nottingham

1. There is a red bottle on round three and it is on the warp with the big spikes on the floor, keep shooting the bottom of the spike which is below the worpale at the top of the screen

2. There is a hidden shop on round three and it is on the floor.

3. There is a blue bottle on the floor on the first warp of round six

4. There is a hidden shop on round six on the warp with the small clouds on, and the shop is in the middle of the screen

5. *Alien Kids* - Here are a couple of juicy tips from Keith Lynch in Ireland. When you kill Jenken the Great go up the ladder to the room above but do not get off the ladder. Jenken will be alive again and you can keep doing this getting 10,000 points each time.



On the water wheel with the octopuses, when you kill the first one, sit on his bowl and pull the joystick down, keep repeating this and you will go down his bowl into a bonus sheet where you can obtain lots of money and a free man

Ninja fans can sleep easy with these little jems from Android X. Scroll 1 located an screen 1, kill transforming Ninja and scroll will appear

Scroll 2. Located in screen 4. Shoot at the dog statue on far left

hondside 5 times and the scroll will appear.

Scroll 3 located in screen 6. Scroll is Samura house. It is located in the corner next to the tree by the wall

Scroll 4 - Located in screen 6 Go through the entry way to the openfield. Shoot at the last bush towards the back wall and the scroll will appear.

Scroll 5 - Located in screen 9 Crawl up the wall (disappearing holes) stay on the right side

When you reach the falling rocks shoot the hole at the far right side. When you reach the falling rocks shoot the hole at the far right side 46 times this will stop the rocks. Go up past the rockholes and start lighting the main boss. After a few seconds of fighting go to the far right side of the screen on the same walkway as the boss was and the scroll will appear

After scroll 5, screen 9 will appear with a message from inside the secret scroll. Obey the message for the 10th screen

On the 10th screen go to the third lamp that is closest to the castle. Get as close as possible, push the control pad to the left and push button 1 three times so you are shooting 3 times to the left. Reposition your man so he faces in another direction and disappear three times. A stair



way will then open up and the screen will change. Below is a maze, to get through the maze go to left, right, left and then keep running

## News

I have got me mits on the US/ Japan release schedules for Nintendo and Sega carts for the next few months and boy ore they hatstuff!

**Nintendo** - Milton Bradley are doing Calliope Games World Games! Marbles Madness! Mindscape - 720 degrees! Paper Boy! Roadrunner! Indiana Jones and the Temple of Doom! Acclaim-Rambo 3! Empire City! Airwolf! Capcom Street Fighter! 1943! Bionic Commando! Black Tiger!

Tengen - Gounlet! Pacman! Tlato - Operation Wall! Bubble Bobble! Kanami - Jackal! Track and Field 2! UJM - Nightmare on Elm Street! Friday 13th!

**Sega** - Parsoned Warts (3D)! Shanghai! All! Kani Dan! Guillouvi! Thunderblade! Double Dragon! R-Type! Calliope Games

There will also be a new lightgun in the shape of a machine gun with a much faster firing rate.

I have also seen the latest Sega carts due for release later in the year, Shenobi, Penguin Land and Aztec Adventure they are VERY tasty ..

## High Scores

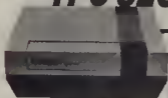
WRECKING CREW	98,100	J. ASHWORTH
MACH RIDER	54,100	J. ASHWORTH
ICE CLIMBER	69,910	CHRIS NOON
DUCK HUNT	726,100	THE BREAKER
PINBALL	333,100	MR GARMANT
KUNG FU	685,000	TONY WRIGHT
WILD GUNMAN	1,214,000	"
DONKEY KONG JR	231,500	"
DONKEY KONG 3	384,500	LEE DAVIDSON
NEMESIS	767,900	HENRY FONG
GHOST AND GOBLINS	101,600	FRANCOIS COUTURE
1942	128,350	"
HOGANS ALLEY (C)	243,900	"
CLU CLU LAND	52,250	VICTORIA GARMANT
GUMSHOE	231,000	ALEX BELL
POPEYE	87,130	SHERIF SALAMA
BALLOON FIGHT	524,000	JAMES GARMANT
AFTERBURNER	8,940,670	GARETH EDWARDS
SPACE HARRIER	42,509,860	ANDY BARKWORTH
OUTRUN	52,204,240	DAVID HILLHOUSE
CHOPFLIFER	2,240,000	JAMIE DILLASSER
HANG ON	4,101,780	KEITH LYNCH
BLACK BELT	2,568,200	GARY WADDINGTON
SECRET COMMAND	1,875,200	MARK WARRIOR
TRANSBOT	1,340,760	D. GIBSON
QUARTET	642,450	MARK FRAZER
PRO. WRESTLING	901,300	KEITH LYNCH
ASTRO WARRIOR	803,500	MARK WARRIOR
FANTASY ZONE	9,702,000	MARK LAZENBY
FANTASY ZONE 2	4,734,300	ANDREW BARCLAY
NINJA	1,116,250	BRETT COLMAN
WONDERBOY	1,099,970	PHIL MARLEY
ALEX KIDD	2,115,800	KEITH LYNCH
SAFARI HUNT	1,510,800	NIGEL OGLEY
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ACTION FIGHTER	243,490	JOHN COWLIN
SHOOTING GALLERY	44,300	NICHOLAS BROWN
PIR POT	168,500	SIMON FIELDS
GHOST HOUSE	575,010	ALAN CLARE
KUNG FU KID	1,273,200	PAUL BRADLEY
BANK PANIC	526,650	IAN GREEN
TEDDY BOY	412,700	PAUL BRADLEY

Come on I want to see high scores for the following - ZAXXON 3D! ALIEN SYNDROME/RESCUE MISSION The same goes for all you Nintendo owners, what about MARIO BROS#

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# ailbag

I have just received the June issue of C&VG, and tomorrow will be cancelling my order with the newsagent. The magazine has been getting worse for some time and it has now hit an all-time low. The cartoon strip, Shuk + Dooda, which I have been becoming concerned about since it was first included has openly included blasphemy for the first time, not to mention the implications up until now of demoniacal associations. This is not, I feel, an appropriate style for a magazine aimed at the younger and more impressionable age group. Your articles have been getting worse and seem to cater for the worst in today's society, rather than, as would be expected in your position of one of the top selling magazines to the younger generation, trying to show wholesome articles to try and improve the society we live in.

I have for some time put up with the fact that you reviewed very little BBC software for the adventure section which I have found very good (however, even that has been going downhill); and to keep up to date with the games world. However, your presentation is atrocious, it is confusing and unclear: in my opinion, you would do well to look at the BBC magazines on the market which have excellent, clear presentation.

I have been a reader of the magazine since issue 3 and regret having to make

the decision I have come to, but feel it is necessary with the trend you are taking, with film reviews tending to be of the horror or blood & guts type of film and extolling their virtues, 18 certificate films in a magazine directed at those under that age; the cartoon strip for the reason I have stated above; and articles extolling violence and gore such as your Gore Zone article in the June issue about the film special effects.

I must once again say that I feel it is not appropriate for a magazine targeted at the younger age group to include such tasteless articles; and I will be taking my complaints to the relevant bodies, which is the only thing stopping the current issue ending up in the dustbin.

Mark Harvey,  
Cornwall.

**EDITOR'S REPLY:** Well, Mark, as a long-time reader you must be aware that a degree of "blood and guts" has always been a part of the computer games scene, just as they have been of most entertainment aimed at young men. Convincing arguments exist both for and against this sort of fantasy violence — the sort featured in our technical Gore Zone item — but we certainly don't see C + VG as in any way "condoning" real life violence.

Similarly "blasphemy" and "demonic associations" have been

the stock in trade of everything from Milton to the better fairy tales. We find it hard to know what games you've been playing all this time that don't feature some quasi-biblical references or zapping something or other.

● After reading C + VG in March '88, I was most angry when I read Richard Hewison's review at *Mini Pull*.

He said: "How many people do you know who commonly head for the golf course on Saturday morning. It's not exactly the kind of activity you associate with your average computer games player." I consider myself "an average computer games player" and every Saturday morning, Wednesday and Tuesday afternoon I play a round of golf.

After reading this review I am seriously considering not ordering your magazine anymore.

Barry Wheeler.

**EDITOR'S REPLY:** Got annoyed pretty easily, don't you?

● O.K. So what have you done with him? How did you finally manage to shut Mr T's gob? I'm pretty sure you couldn't have found a piece of material big enough to gag him, or did you amputate his writing arm? Whatever happened, I'm glad to see (and hopefully hear) the last of him in your pages.

Andrew Hoyle

If you've got something to say about the world of computer games, don't keep it to yourself. Write to Mailbag, Computer + Video Games, Priory Court, 30-32 Forrington Lane, London EC1R 3AU.

**EDITOR'S REPLY:** I'm afraid you've not seen the last of old Tene. There are a heap bundle of exciting things happening on the Mean Machines front — not least the PC Engine — which he will continue to cover for us in his inimitable style, as well as writing special items on the best 16-bit games, like this month's "The Krystar".

● I wish to heartily congratulate Tony T. on his wonderful "Mean Machines" section. I have just finished your June issue and was delighted to read about three new games for the Sega. Brilliant! I am now saving up for a pair of 3-D glasses for the acclaimed *Space Harrier 3-D*.

Unfortunately there is a problem, the whole thing is just not big enough. One month it's full of Sega games, the next it's full of Nintendo games. You could have two pages for the Sega, and two pages for the... erm, other one, and please don't shove in needless ranting about the PC Engine, the section is small enough already without a third party joining in.

David Wyatt  
Yeovil, Somerset.

**EDITOR'S REPLY:** Sorry, David, but if we gave extra pages to each section every time a PBM, or an Adventure or a Mean Machines fan wrote in, the mag would be 300 pages long, cost £2.50 and nobody would buy it.



The next time I meet Claire the Enchantress I will slice her two-faced head from her double-dealing belly! Claire, you see, is a real poker. Claire waited until I was stuck in a giant spider's web, then teleported me to her and hacked me to death. Thanks to Claire I lost all my experience points.

And that's why Claire is dead meat — as dead bytes to be more accurate, for Claire is no more than a computer-created character, a figure of my micro's RAM. She's one of the hundred other 'players' in Virgin's *Micro MUD*, a simulation of the original on-line adventure which does away with modes by generating your opponents itself.

But the quest for treasure isn't the real topic of this month's issue. I'm interested in a much more elusive quarry — the perfect game! A couple of months ago I lamented the way the industry has dumped quality over the years. Now let's look to the future. Not that MUD's perfect, but it's one of the few pieces of recent coding that isn't a total waste of everyone's time, from the programmer's to the punter's, and it represents a positive path forward.

Yes, I'm talking about role-playing games. Games where you have to think about what you're doing. Games which call for swift reactions, even if they don't use a joystick (you're facing an army of orcs in real-time). And most importantly, games which integrate role-play to your character, develop their skills and attributes, live the part.

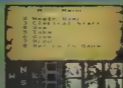
Long, long ago I remember the joy of a Monday night to gather round a blazing log fire — or rather a table in a college seminar room — with Sue and Steve, Cuddles and Moustie, and Michael the Biting Viking. And there's Yeneha (the Vixen), the cruellest, kindest, one-legged woman ever to wander a dungeon, joined the band of adventurers to take on whatever foul traps our DM had devised for us.

Great days indeed, and ones which only ended with reunion and examination, and somehow — somehow when you've all gone your separate ways and are earning a crust in the real world you never get together with friends long enough to run a role

## Daring John Minson confronts the devious Claire, explores caves, finds treasure and muses on the future of role playing games — can your computer ever really give you a true role playing game?



▲ Ultima V — vastly upgraded



▲ Advanced Dungeons and Dragons with clean up

Two games gunning to clean up in the role playing stakes this year are *Ultima V* from Origin and *Advanced Dungeons and Dragons* from US Gold.

*Ultima* carries a huge cult following of fans who will swear that nothing else comes close to the creations of the mysterious Lord British — whilst US Gold feel that the better known AD + D game will open computer RPG open to a whole new audience. Other contenders are *FTL* — soon to lurch Dungeonmaster II and *Electronic Arts with Bards Tale III*.

playing campaign. The only hope seems to be giving two fingers to geography and logging on for some telephonic fantasy.

But can a home computer cope with the sophistication of role playing? After all, we're talking about situations which are as open ended as life itself. In a traditional micro adventure game you might have to LIFT STONE then GET KEY, but a role player could tell his game master, "Okay — I'll get the fungus that's growing on the wall and mix it with the black powder from my pistol then ignite it and wait for the explosion. Even if the GM hadn't allowed for this ingenious use of the giant puffball, he'd have to consider it — or at least take a few dice rolls to suggest that he's 'TRY SOMETHING ELSE' does not cut the ice.

I've been looking at computer RPG's recently and we're not there yet. Not even near. But what we do have is still pretty damn clever — at least as clever as a pretty dappy, novice GMI. Take *Micro MUD*, for example. Its roots are still firmly based in traditional adventure gaming, which means you're going to wear out your N, S, E and W keys as you move around, but the

addition of other, intelligent characters adds a whole new dimension. We've moved a long way since the days of *The Hobbit*, when Torin used to sit down and sing about gald for hours and end. The fact that I'm still burning about Claire's little trick shows how convincing it all is, when you get into it.

Text games have the advantage of lavish descriptions, and MUD's superb. But Macprose/Origin's *Ultima* adventures have taken another route, close to wargaming. As you roam around the countryside you move a squaddy little figure across a map. Far easier the map's scale changes, and only in dungeons do you get a player's eye view. This imitates the miniatures and floor plans found in many RPG's. *Ultima* offers limited interaction, which lacks the fluidity of human conversation but at least avoids incessant requests to 'Please try another word'.

*Electronic Arts Bard's Tale* series comes somewhere between *MUD* and *Ultima*. Instead of a map you get a small window into the world, with scrolling text to one side. The pay-off for this sophistication is that all commands are a multiple

choice, which may go against the grain of open-ended gaming, but let's face it, if you're faced by a dozen orcs, what are you going to do? You don't Fight or Flee? Stop to ponder your next? My main complaint about *Bard's Tale* is that you don't have a party of players, which makes character identification more difficult.

All these systems have their virtues as well as their shortcomings. That's hardly surprising considering the scale of today's home micros. But what about the future? EA's Mark Lewis recently told me that the company already has a small adventure which uses compact video disk images up and running in the States. Now that really does sound exciting!

The next generation of technology, much of it centred on laser disc memory, will allow us to store much more information, including unbelievably high resolution graphics. Developments in artificial intelligence will also see that CD ROM to produce computer controlled characters who can hold realistic conversations 16 and 32 bit multitasking will allow the CPU to handle your input at the same time as setting up a dwarven trap.

Where does this lead us? One day you'll come home and drop a silver disc into the player — which doubles for audio and video CDs — and suddenly your TV screen will become a gateway to another world. Perhaps you'll be linked to a central computer by a modem, playing with and against people from all over the country — perhaps the world. Or are they mere fragments of the computer's imagination? You just won't be able to tell.

This may be a few years off, but I'm convinced that it will come. And when it does, computer games will truly be interactive entertainment — movies in which you can take part, adventures which you can live.

So you'd better start playing now. Whether you choose *Micro MUD*, *Ultima* or *The Bard's Tale* — or even all three systems — you'll be starting off on a great quest. And you'll need the thought of coming face to face with a high-level CD DC (Devious Claire) unprepared is just too horrible to consider!

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Screen shot from Super Nintendo version.



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